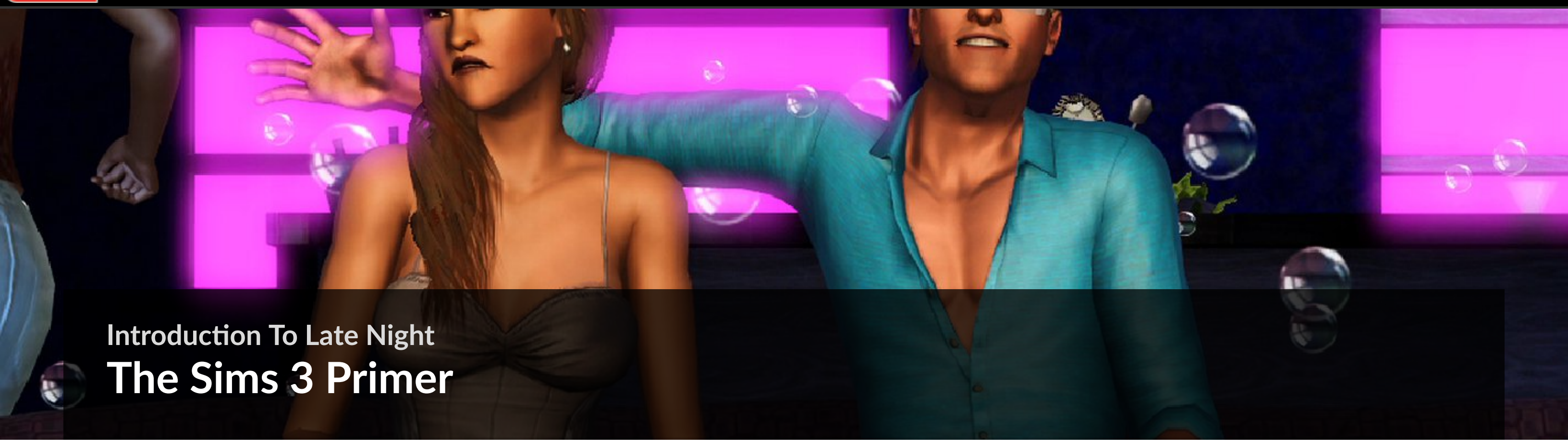


Introduction To Late Night

The Sims 3 Primer

Is this your first time diving into The Sims 3? If you are entirely new to the bestselling series of games (well over 100 million have been sold around the world), then everything in The Sims 3 is brand new.

But if you are just checking into the game after experiencing The Sims or The Sims 2, then you will be surprised at how much the game has changed.

Yes, you still control your Sims as they embark on individual narratives created from the houses you build, the relationships you forge, and the dreams you pursue.

However, The Sims 3 gives you even greater control over your Sims' destinies—even though life does tend to hurl a curveball (or five) while you play. There are more enhanced options for creating new Sims—both on the inside and outside.

A new mood system uses hundreds of little moodlets to help you steer Sims toward happiness by letting you know exactly what the Sim is feeling at that second. New social interactions help you guide matters of the heart.

And finally, a new Lifetime Wish system gives your Sims overarching dreams to achieve, giving their lives a sense of structure.

Not everything you do with your Sims has to be in pursuit of this big dream. No contract says you must be 100 percent benevolent. No enforcement mechanism prevents you from charting a new course.

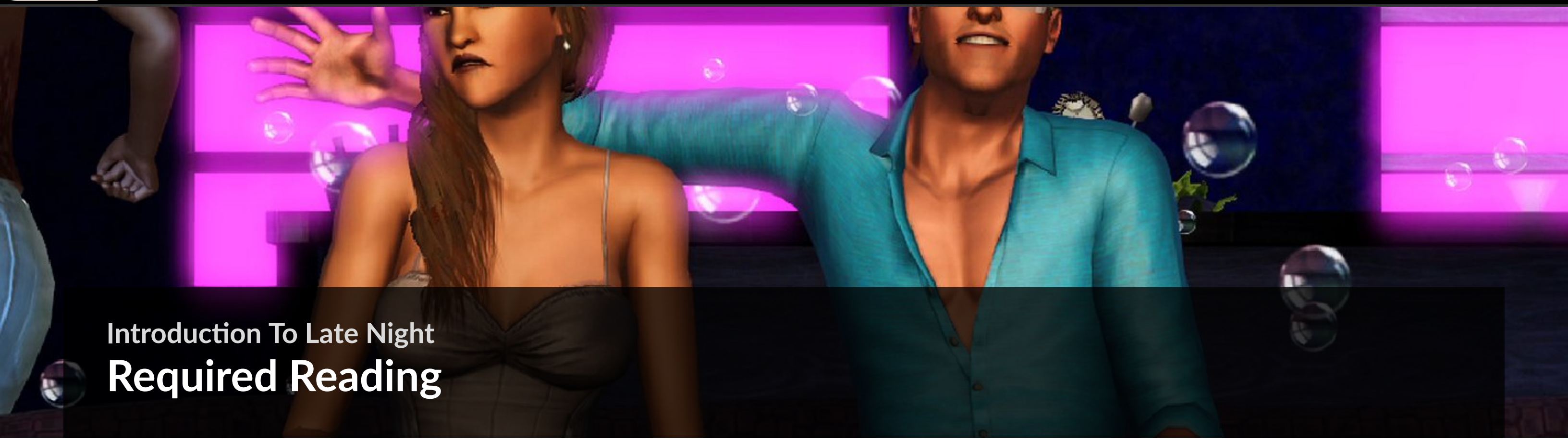
The whole point of the changes in The Sims 3 is to give you a new level of interaction and control to make your game experience—the life experiences of your Sims—as unique as a snowflake.

Brownie Bites

Relax. We're not going to go over every single feature in The Sims 3 here. We're gonna get to the mixology, celebrity scene, and vampire stuff in just a few.

But because this guide is using multiple terms and concepts introduced in The Sims 3 base game, we're going to make sure everybody's on the same page.

If you already know about moodlets, fulfilling opportunities, and stuff like that, feel free to skip ahead. Otherwise, use this required reading section as a useful refresher course.



Introduction To Late Night

Required Reading

Before starting a new story with your Sims, you need to know about these basic building blocks of daily life. You will see these terms throughout this guide as we detail the new additions to each category in Late Night.

Wishes

Every Sim has desires, both immediate and long term. When you create a Sim, you give it a Lifetime Wish. However, Sims also come up with smaller wishes each day that they would love for you to help them fulfill. Fulfilled wishes boost your Sim's mood and award Lifetime Happiness Points.

Lifetime Happiness Points

These are the ultimate barometer of your Sim's fulfillment. When you complete a wish, your Sim earns Lifetime Happiness Points.

You also earn these points when you boost your Sim's mood over a certain threshold. Lifetime Happiness Points can be traded in for Lifetime Rewards, which affect your Sim's personality and aptitude.

Skills

Sims can learn a variety of talents, such as writing, fishing, painting, and athletics. These skills are often tied into careers or hobbies. Certain activities increase your skill ranking. You can track your Sims' skills in their Skill Journals.

Careers

To maintain their households, Sims must have a constant source of income. Careers provide that. There are a multitude of career tracks in Bridgeport, from athlete to journalist.

Sims can also seek out part-time jobs or turn their skills into moneymaking opportunities, such as penning books from home. Each career has several levels of promotion.

Opportunities

From time to time, Sims encounter opportunities that result in rewards when completed. Opportunities are typically related to careers and skills, but special opportunities pop up just by exploring Bridgeport and talking to people. Rewards include job promotions, physical objects, Simoleons, or relationship boosts.

Moodlets

The Sims 3 introduces a new measurement of your Sim's happiness—moodlets. Moodlets are factors that affect your overall mood. They are good, bad, and neutral. Most moodlets have a timer that denotes how long they affect overall mood.

Some negative moodlets can be eliminated by correcting behavior or environment. To make your Sims' life better and earn more Lifetime Happiness Points, adjust your Sims' lives so they experience more positive moodlets.

Needs

Sims have individual needs like Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships. Although mood and moodlets take center stage in making sure your Sim is happy, don't neglect basic needs.

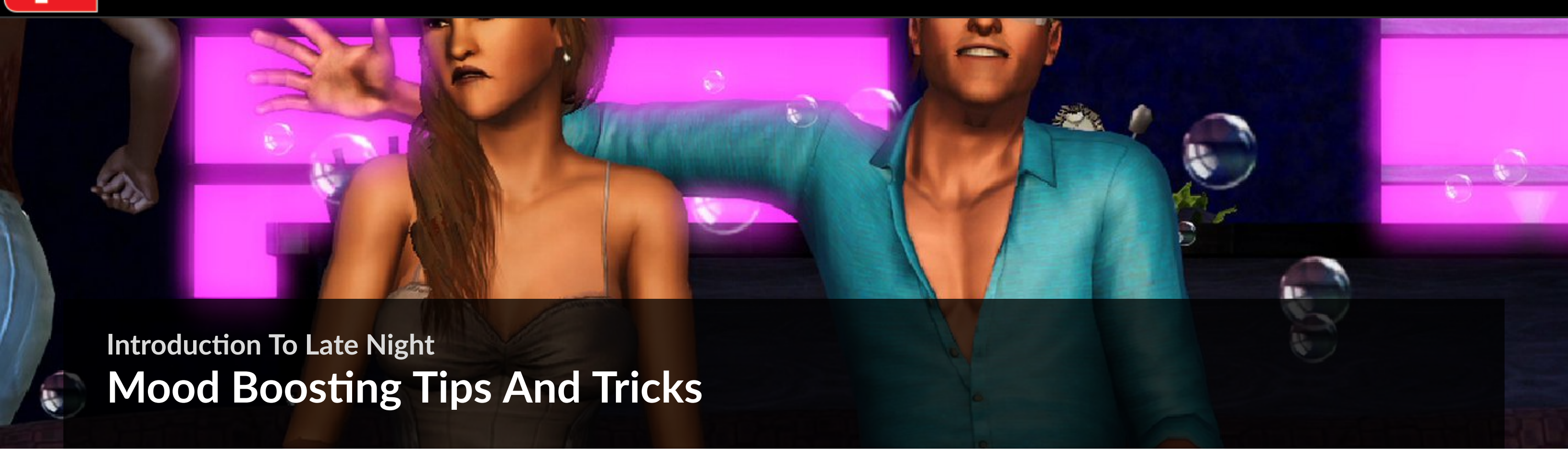
When buying objects for your lot, be sure to keep an eye on how certain objects affect specific needs. For example, a nicer bathtub or shower will increase your Sim's Hygiene rating.

Socials

Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away. Some are unlocked by developing skills.

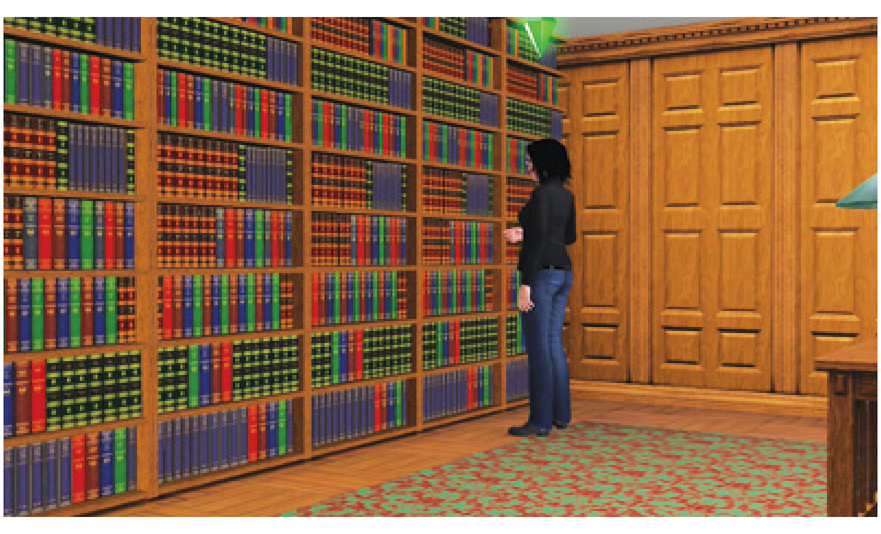
Other socials are activated by the traits you give your Sims. Use socials to direct a conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships. Who knows what could happen?

Playfully teasing the right Sim could lead to a lifelong love, while joking with a sourpuss could result in a new nemesis.



Introduction To Late Night

Mood Boosting Tips And Tricks



We have collected strategies for increasing the frequency of positive moodlets and for minimizing the appearance (and effects) of negative moodlets. Because a good mood has such a far-reaching effect in every aspect of life in Bridgeport, such as success on the movie set or behind the bar, use these tricks to maintain a smile on your Sim's face.

Food Boosts

The simple act of eating can have a very positive effect on your Sim. Not only does it negate Hunger, but quality food can also put a Sim on cloud nine (or clouds one through eight, depending on how good the meal is). Here are some tricks for maximizing mood through eating:

In addition to buying a good fridge, splurge on a good stove. This reduces the chances of preparing a meal that results in the negative Uneven Cooking moodlet while working on new recipes.

Develop the Cooking skill. As your Sim approaches level 10, they make higher and high quality meals. Quality meals result in the Good Meal, Great Meal, and Amazing Meal moodlets depending on the skill of the cook and the number of times the recipe has been prepared.

Sims get better at a recipe the more they make a dish. Fortunately, they do not get tired of eating the same thing, so if your Sim masters a dish like Goopy Carbonara and keeps making it, Sims get moodlet boosts for eating it.

Place leftovers of Excellent or Perfect recipes in the fridge and eat them. A more expensive fridge helps leftovers keep longer so you waste little time making additional servings every day and can enjoy a quick mood boost from eating good food.

When a Sim finally reaches level 10 of the Culinary career, they get a special fridge that not only keeps leftovers for a long time, but Sims get the Superior Equipment moodlet just for walking past it.

If your Sim makes a new recipe and does a poor job resulting in a disgusting meal, don't eat it. Just rely on a quick meal to satiate hunger. The Sim is sad over wasting food, but the mood hit for the Nauseous moodlet is worse.

At level 10 of the Cooking skill, Sims can buy the Baked Angel Food Cake recipe. Eating a serving of this recipe results in the Warm Fuzzies moodlet, which gives an easy mood boost for five hours.

Eating out at the diner or bakery always results in a food-related mood boost. Sure, it costs Simoleons, but the eight-hour moodlet boost will pump up your Sim's overall mood. Try dining out before going to work for an extended mood boost.

Eating at the diner occasionally (but not too often) results in the Divine Meal moodlet. This moodlet boost lasts for an entire week and offers +75 to your Sim's mood. Talk about a happiness generator.

Feed Ambrosia to your Sims so they get the coveted Divine Meal moodlet. The recipe is available from the bookstore once Sims reach level 10 of the Cooking skill. However, the recipe does not come cheap. It costs §12,000, but it's worth every single Simoleon.

No time to cook? Just grab a quick snack. If you let your Sim get too hungry, they get the Very Hungry and Starving moodlets. These negative moodlets last a long time and are terrible to have, especially before going to work.

Environment Boosts

Sims are affected by their surroundings at home. You can boost mood by making sure your Sims have a pleasant pad. It may cost a little money to get the best stuff and make your Sims happy, but maxing out mood is almost always worth the expenditure.

Sims love new stuff. In fact, buying a new object for the house results in the appropriately named New Stuff! moodlet, which is a quick mood booster.

Keep your lot clean. It doesn't take that long to pick up dishes or make sure objects in the bathroom are clean. Mop up puddles right away, too. Dirty houses result in negative moodlets like Filthy Surroundings. Walking through a dirty house on the way to work is a real mood killer.

Master the Painting skill so your Sims create Masterpieces. Masterpieces add huge environmental boosts to rooms that help foster the Decorated moodlets.

Spend some Simoleons on nice objects such as paintings and sculptures so Sims get the Decorated moodlets just for passing through a room.

Install a fireplace in your Sim's house. When Sims walk past it while a fire crackles, they get the Cozy Fire moodlet. If they linger near the fireplace, they get the Warmed moodlet.

Speaking of heat, if a gardening Sim grows a Flame Fruit and keeps it in their personal inventory, they always enjoy the Warmed moodlet.

Buy the rubber duckie from the supermarket and place it on the tub in your house. Every time Sims take a bath, they get the Duck Time Fun moodlet. That's an easy mood booster.

All Sims like music. Place a stereo in your house and play music for your Sims so they get the Enjoying the Music moodlet. The potency of this moodlet increases with the quality of the stereo. If a Sim with the Handiness skill upgrades the stereo so it plays music in all rooms, all Sims in the house enjoy the moodlet boost when music is played.

In addition to digging on music from a stereo, Sims also like the sound of the guitar. A skilled musician can cause the Enjoying the Music moodlet, too.

Not all chairs are created equal. When browsing the chairs, look at the comfy rating. The higher the rating, the comfier the chair. (And, chances are, the more expensive the chair, too.) However, spend the extra Simoleons for the comfy chairs and sofas. Sitting in one—even for just a few moments—results in the Comfy moodlet.

Your Sim gets the Pristine Picture moodlet boost from watching a quality TV. If a handy Sim tinkers with it, the chance of getting this moodlet increases. It's another easy way to boost overall mood.

Social Boosts

With the exception of Loner Sims, Sims love to be social. Many positive moods come from being a gadfly or a schmoozer, so consider these tricks while dealing with other Sims. Your next social interaction could put your Sim's mood up into the green!

Parties put Sims in good moods. If you put together an awesome party that your guests enjoy, you get the Threw a Great Party moodlet, which lasts an entire day.

Know a Sim who is a Great Kisser? A little smooch from this Sim results in a nice little moodlet, Great Kiss. On the way out the door, that's an easy pick-me-up.

Meeting a new Sim is always enjoyable, but when your Sim converts that acquaintance into a friendship, they can enjoy the New Friend moodlet. So, get out there and socialize. Just watch out for clumsy conversations so you don't end up with negative moodlets like Embarrassed or Boring Conversation.

If you have multiple Sims in your household, have them stop and compliment each other for a moment to get the Flattered moodlet.

Need Boosts

Each Sim has six primary needs. Addressing these needs often boosts the overall mood. Because we already dealt with food-related mood boosts, these strategies are related to the remaining needs.

It's tempting to push your Sims to the limits of sleep in order to squeeze as much into a day as possible. However, getting a full night's sleep gives the Well Rested moodlet for a full 10 hours. That's a great moodlet to have before going to work.

Got a spare hour? Take a nap. The Had a Nice Nap moodlet is a quick fix that adds a nice mood bump for a few hours.

Obviously, Sims like to have fun. Giving your Sim something to do they enjoy (often related to traits, such as giving a good book to a Bookworm) will bring on the Entertained moodlet. Keep it up for six hours and that moodlet turns into the Having a Blast moodlet, which is an even bigger mood booster.

Hygiene is an important need. It's not just that Sims do not like being around stinky Sims, but taking care of Hygiene needs can often result in a positive mood boost.

The Minty Breath moodlet boost is a quick hit for very little effort. Just brush your Sim's teeth at any sink. Make it a habit.

Buy a quality shower and enjoy the Exhilarating Shower moodlet boost. Get this right before heading out the door to work (along with a quality meal) to have a great day at the office.

Whoa—is your Sim afflicted by the Strained moodlet? Get rid of it as soon as possible with a massage or fun activity!

Out and About Boosts

There are many ways to boost your Sim's mood outside the house. Many community lots, such as the theater, have positive effects on mood, so if your Sim is down in the dumps, try these suggestions for turning that frown upside-down:

If your Sim has the Loves the Outdoors trait, just going out into nature results in the One with Nature moodlet. It's an easy mood booster achieved by just going outside, so consider making sure your Sim has this trait.

Visiting a city park gives Sims the Beautiful Park moodlet. It offers a nice mood bump. However, you can kick your mood up another notch by bringing a stereo when heading to the park. Place the stereo on the ground near your Sim and play some music. Now your Sim not only gets the Beautiful Park moodlet, but also the Enjoying the Music moodlet.

Many facilities, such as the theater or science facility, offer tours. If your Sim has a trait that is related to the location, take the tour and enjoy the Impressed and/or Fascinated moodlets.

The day spa is a positive moodlet factory. Buying treatments at the day spa results in a variety of moodlets—all of them positive. The more expensive the spa treatment, the better the effect. The body treatments, for example, result in the Rejuvenated moodlet. If you spring for the top treatment, you can get up to +100 on your mood for 24 hours. You are effectively buying happiness!

Go to the movies! This is a cheap way to get an extended mood boost called Saw a Great Movie. It lasts for 16 hours, so if you catch a flick the night before work, you'll enjoy the effect of the moodlet for most of the next day's shift.

On your way out of the house, stop by the mailbox and donate some Simoleons to charity. The more Simoleons you donate, the bigger the boost from the Charitable moodlet. The moodlet lasts an entire day, so it's an effective way to pump up a Sim.

Brownie Bites

Okay, so now you know all about terms like needs and socials. You have some tips under your belt for putting a smile on a Sim's face. You're ready for your first day in Bridgeport...but let's turn the page and make sure you're also ready for your first night there, too.

New Simology

New Simology

Life in Bridgeport comes down to one question: Which side of the barrier rope are you on?

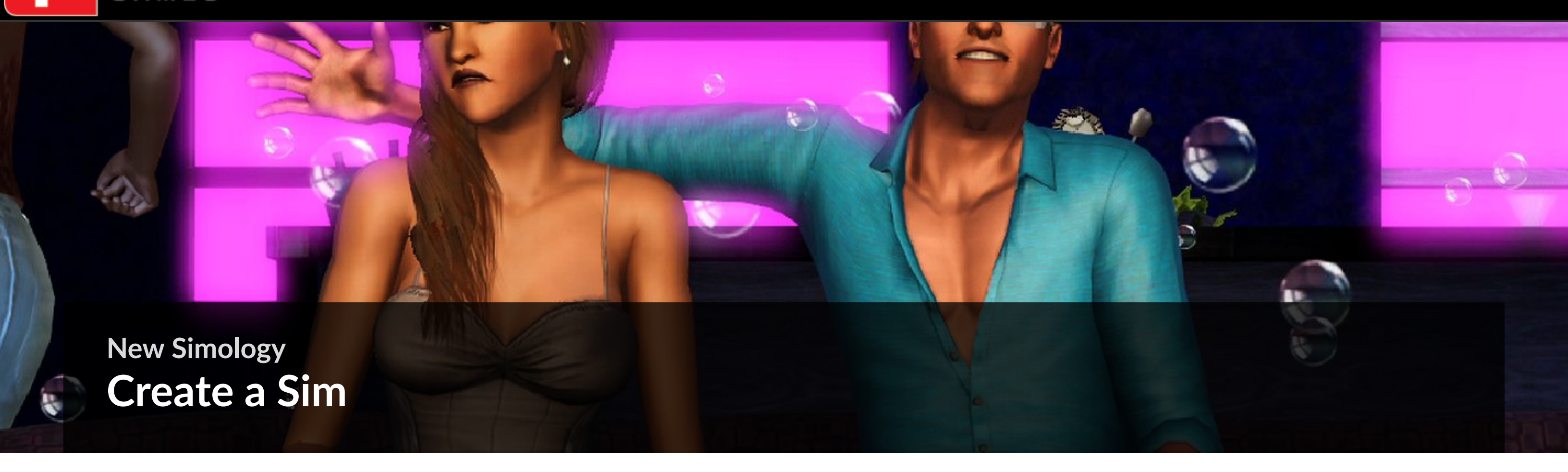
The decisions you make when constructing your Sim's personality and how they act or react to a constant stream of desires and opportunities can determine the difference between a night home alone or one in the hot tub, surrounded by your celebrity friends and hangers-on.

Because that's what *Late Night* is ultimately about—life in the fast lane of the big city, living the dreams of a rock star, film actor, or an assortment of celebrities.

Or maybe your dream is to truly become a part of the nightscape and turn vampire. You can do that in *Late Night* , too—in fact, it's one of the most exciting new features of this expansion pack.

Use this chapter to explore the new building blocks of a Sim's personality—new traits, wishes, and more. Discover the all-new skills, such as Mixology and Piano.

And then use these new personality options to forge a larger-than-life life in Bridgeport, where you breeze into exclusive clubs and call fancypants high-rise buildings home.



New Simology

Create a Sim

If you decide to create a new Sim in *Late Night* , you will discover a handful of changes to the Create a Sim toolkit.

There are many new options, such as the arrival of astrological signs, new traits, and new Lifetime Wishes. *Late Night* also carries over tattoos, which were originally introduced in the *Ambitions* expansion pack.

Cosmetic changes

When you first enter the Create a Sim tool, you meet a pre-built Sim just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim like modeling clay.

You can also play around with the Sim Bin, a collection of pre-made Sims that can be called into the Create a Sim “dressing room” and changed to your liking. Perhaps you dig that Sim’s hairstyle but want a different color. Or you are struck by the face of a Sim but just aren’t sold on a certain aspect, like the chin.

Chances are, though, that you will want to make more than just one or two small tweaks. You will want to design a Sim from the toes up (or the hair down). From the first screen of the Create a Sim toolkit, you have five tabs of options and potential changes. Here are the five tabs and their functions:

Basics: This tab lets you name your Sim and change its gender, skin tone, and age.

Hair: Use this tab to change your Sim’s hairstyle, which includes adding headgear.

Looks: Go here to change the general appearance of your Sim’s head and face, including making adjustments to chin, nose, eyes, and cheeks.

Clothes: Select your Sim’s basic wardrobe from this tab, including everyday wear, athletic garb, and formal clothes.

Personality: This tab lets you assign specific traits to your Sim, choose personal favorites (food, music, and color), and select a Lifetime Wish.

Late Night adds many new options to these tabs. There are new clothes, new hairstyles, and much more, so be sure to experiment with the incredible new wardrobe choices. There are slinky cocktail dresses, new suits, sweet shoes, and more to make sure your Sim is appropriately dressed for a night out in Bridgeport.

Note

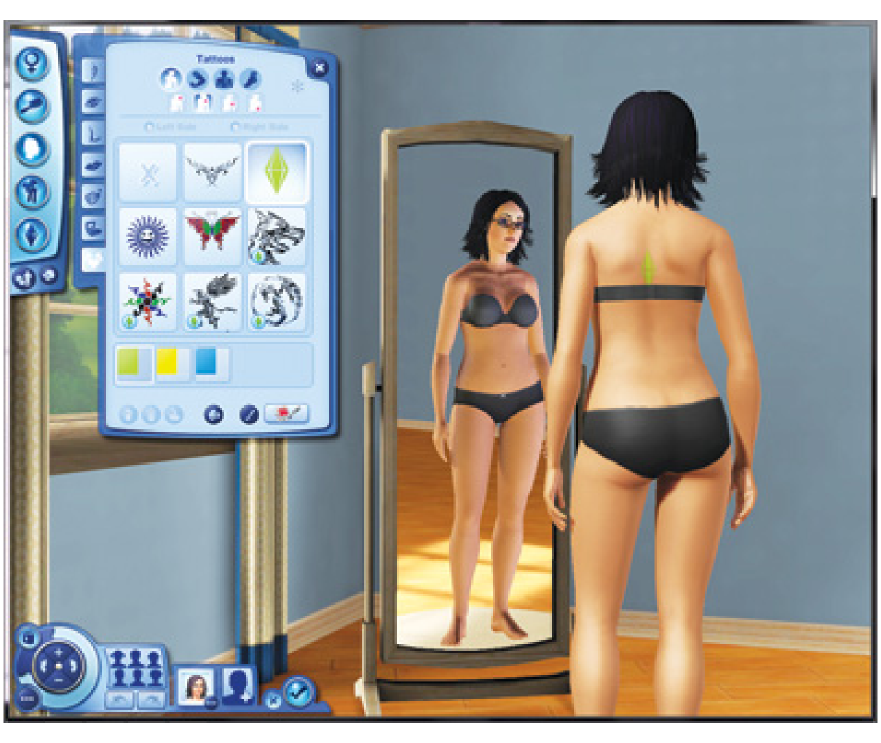
Late Night also allows you to adjust the opacity of make-up. Now, you can use a slider bars to make make-up more or less apparent on your Sims's face, such as lightening or darkening eye shadow.

Tattoos

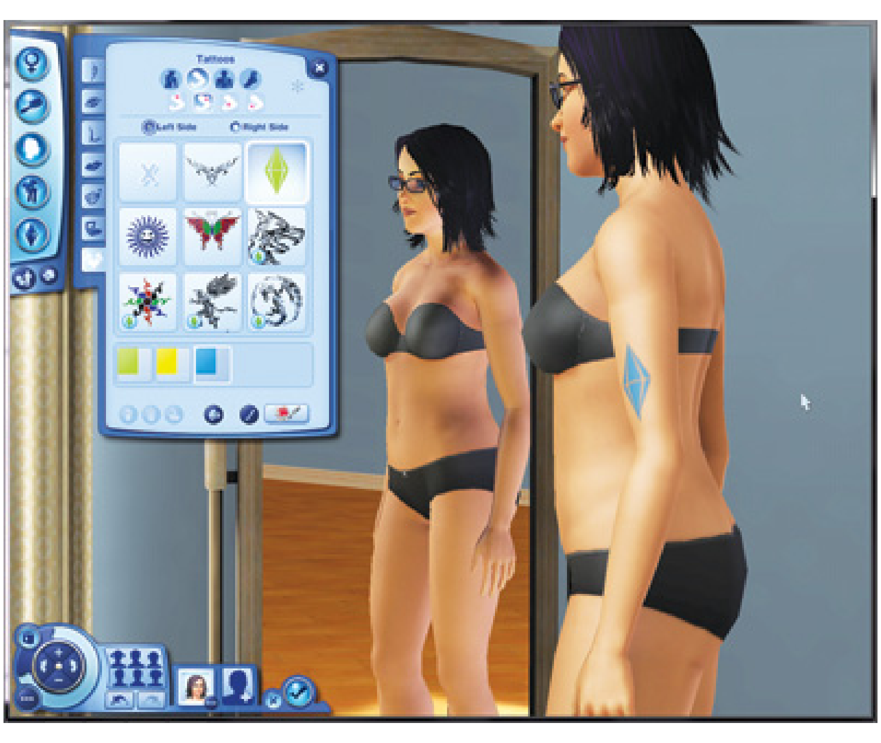
The biggest Create a Sim addition is the arrival of tattoos.To add a tattoo to your Sim, choose the Looks tab. There is a new Tattoo button at the bottom of the menu, directly under Make-Up. When you select Tattoo, your Sim appears in front of the mirror with not much on.

This gives you a near-full view of their body so you can apply the tattoo exactly where you want without any obstructions. You may apply a tattoo to four places on your Sim: back, arm, chest, and ankle.

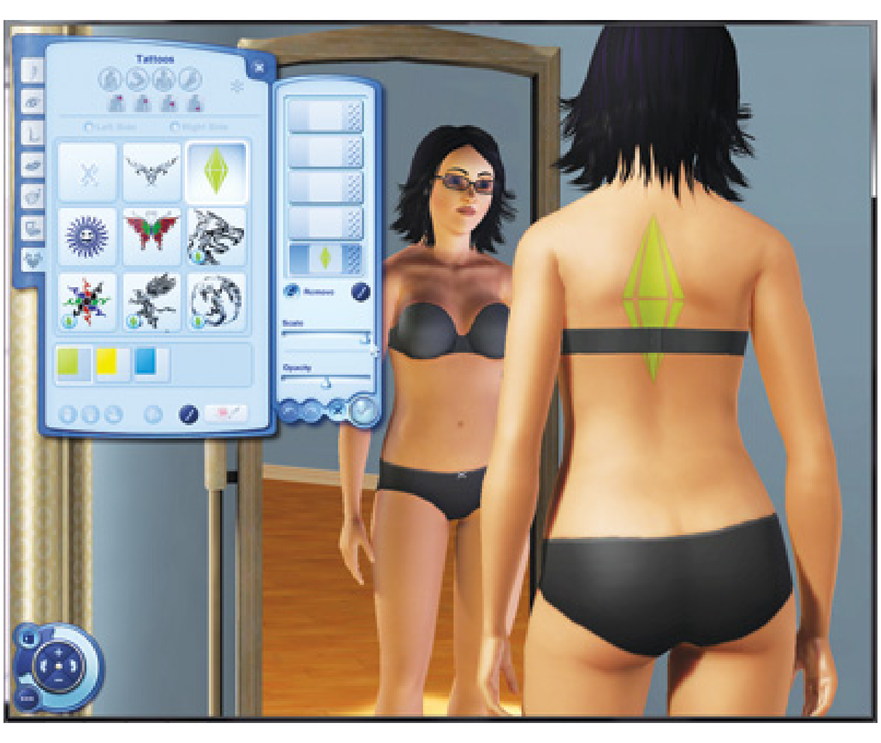
In each body location, you can choose from a few different spots. For example, on the back, you can pick the shoulders, small of the back, or right in the dead-center.



Below the body part selector, browse through the field of available tattoos. There are many choices, from tribal art to a Magic Gnome.



Once you select the tattoo, you can adjust its colors. Some tattoos have just a single color, while others have multiple fields to alter.



You can mix and match tattoos through the Advanced button. Here, you can also adjust the opacity of the tattoo and its size.

Brownie Bites

Late Night also allows you to adjust the size of a female Sim’s, uh, womanhood. Inside the Looks tab, you can manipulate a slider bar to alter the breast size of your Sim. This does not affect clothing choices, social status, or celebrity appeal.

Astrological Signs

When crafting your Sim’s personality, you now can give them an astrological sign. You can select from the twelve familiar signs of the zodiac.

This is as close as you can get to setting an actual birthday for your Sim, as these signs are associated with time periods on this side of the screen, although Sims operate on a far different calendar than we do. The twelve zodiac signs are:

Aries	**Taurus**
Gemini	**Cancer**
Leo	**Virgo**
Libra	**Scorpio**
Sagittarius	**Capricorn**
Aquarius	**Pisces**

The zodiac signs do not have a direct effect on a Sim’s personality. There is no horoscope that uses signs to determine behavior. (That’s what your mouse is for.)

But it does give Sims an extra thing to talk about. Sims can use a new flirty What’s Your Sign social to hopefully learn a potential paramour’s astrological sign.

If the other Sim deigns to share, this information is stored on that Sim’s relationship entry in the Relationship tab of the Status Panel. If the other Sim has a compatible sign, you both receive a small relationship boost. These are the compatible signs:

Aries: Leo, Sagittarius, Gemini, and Aquarius

Taurus: Virgo, Capricorn, Cancer, and Pisces

Gemini: Libra, Aquarius, Aries, and Leo

Cancer: Scorpio, Pisces, Taurus, and Virgo

Leo: Aries, Sagittarius, Gemini, and Libra.

Virgo: Taurus, Capricorn, Cancer, and Scorpio

Libra: Gemini, Aquarius, Leo, and Sagittarius

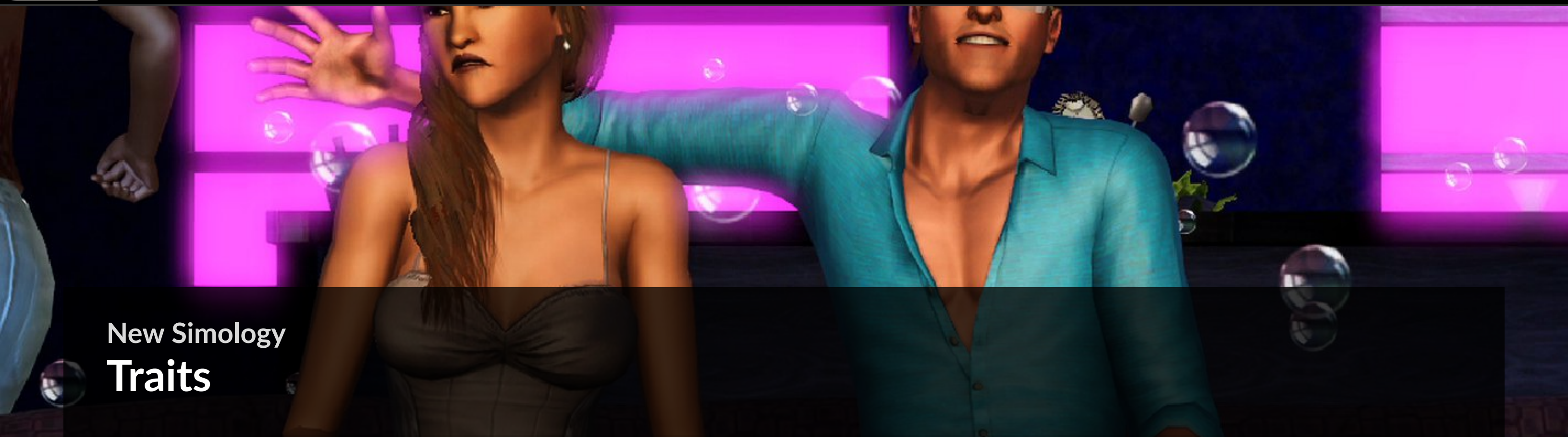
Scorpio: Cancer, Pisces, Virgo, and Capricorn

Sagittarius: Leo, Aries, Libra, and Aquarius

Capricorn: Virgo, Taurus, Scorpio, and Pisces

Aquarius: Libra, Gemini, Sagittarius, and Aries

Pisces: Scorpio, Cancer, Capricorn, and Taurus



New Simology

Traits

One of the final choices in Create a Sim is to assign your Sim up to five different traits.

These are the most important choices in Create a Sim because they greatly affect your Sim's Lifetime Wish (the culminating dream of their life), can sway performance at work or at skill development, and influence how a Sim interacts with others.

There are 63 possible traits to choose from in *The Sims 3* base game. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative, with a handful of relatively neutral traits somewhere in the middle.

Because these five traits not only make up the core of your Sim's personality but also affect what Lifetime Wishes are available to them, consider how they might factor into the kind of life you'd like to live.

Late Night introduces three new traits to the equation: Shy, Star Quality, and Vehicle Enthusiast. There is one more thing you can pass along to children, too, via genetics: being a Vampire. This state of being cannot be chosen during Create a Sim.

But if you mate with a Vampire, your offspring is very likely to possess this state. You can learn more about being a Vampire in the Vamping It Up chapter, as well as everything else you need to know about this thrilling lifestyle choice.

Caution

Focusing on a set of traits to support a career or new skill is great for that particular goal, but it comes at a cost. Your Sims are defined more by what they do rather than who they are.

Shy

Description: Shy Sims will never approach anyone that isn't a friend and tend to stick to their rooms if they are able. They are also uncomfortable around large groups of people that they do not consider friends.

Benefits: Now, this seems like a largely negative trait, but there is real depth here that can be exploited by a social-oriented player. A Shy Sim is slower to build a relationship with a new Sim and endures the Feeling Shy negative moodlet when around non-friend Sims.

But they get a huge mood boost when they hang around friends—more than a normal Sim. The Among Friends moodlet is powerful stuff.

Shortcomings: Shy Sims cannot have the Flirty or Party Animal traits.

Unique Features: Shy Sims will never automatically socialize with non-friend Sims. In a crowd setting, they remain closed off to others.

Star Quality

Description: Sims who have Star Quality are bound to become popular. They have an easier time befriending celebrities and climbing the ladder to stardom.

Benefits: Because Sims with Star Quality have that natural "x-factor" that makes them the center of attention, they have a much easier time impressing celebrities.

They also earn more Celebrity Points when they make a celebrity friend. (For more of the celebrity scene in *Late Night* , please see the Popularity Contest chapter.)

Shortcomings: None

Unique Features: Sims with Star Quality are likelier to get free objects when they achieve celebrity status.

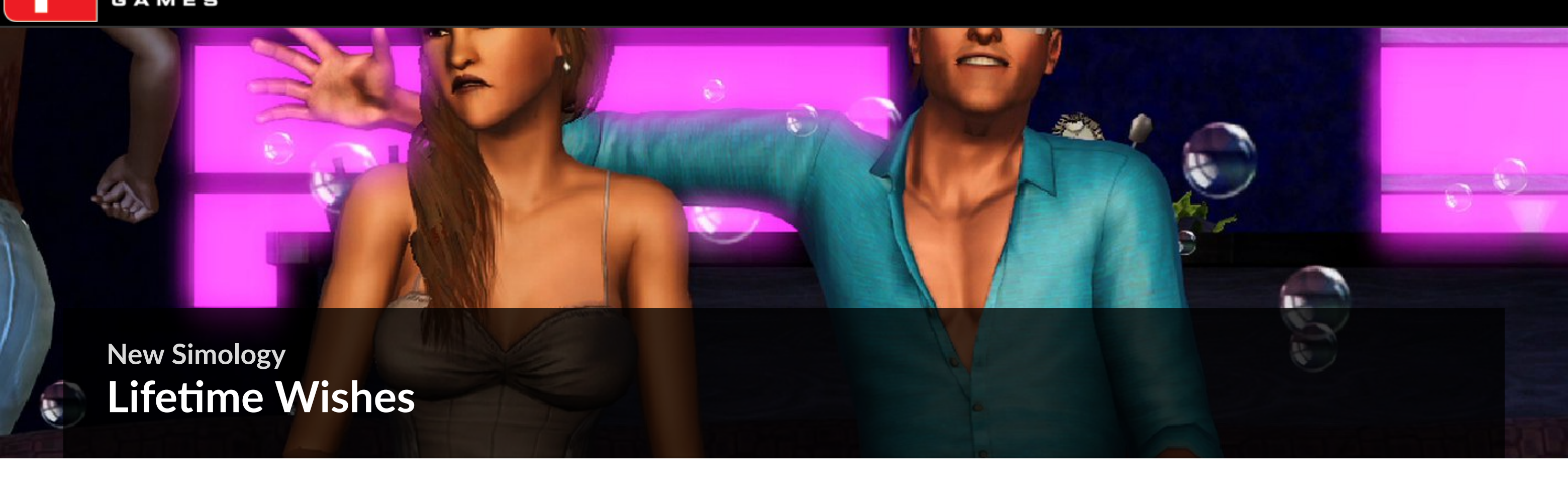
Vehicle Enthusiast

Description: Vehicle Enthusiasts enjoy the craftsmanship of a fine ride and know the value of a dependable vehicle. Their relationship with their vehicles is a special one.

Benefits: Vehicle Enthusiasts get a charge out of nice wheels. Park them in a sweet ride for a mood boost.

Shortcomings: None

Unique Features: These Sims automatically name their car and they gain a positive relationship with their car more quicker than other Sims.



New Simology

Lifetime Wishes

When you first conjure up a Sim in Create a Sim, you select a Lifetime Wish. Each Sim has six possibilities. Five are determined by the traits you give them. The sixth option allows you to select any Lifetime Wish you want, regardless of assigned traits.

Satisfying a Lifetime Wish takes a lot of work, but is worth a lot of Lifetime Happiness Points, the currency used to purchase Lifetime Rewards.

Lifetime Wishes are determined by your Sim's selected traits. In addition to the Lifetime Wishes of The Sims 3, Late Night introduces seven new Lifetime Wishes.

The easiest way to access a specific Lifetime Wish is to select one or two traits that are directly related to it. For example, if you select the new Star Quality trait, it's likely that the Superstar Actor Lifetime Wish will appear in your five possible Lifetime Wishes.

Brownie Bites

One thing to consider, though, is that even if you have a general idea for how you want your Sim's life to unfold, sometimes life just doesn't turn out the way you might have hoped. Now, that doesn't necessarily have to be a negative thing.

You may decide you want your Sim to indeed be the top actor in town...but then you fall in with the vampire crowd. It's kinda tough to do some of the tasks for the Film career when you cannot exactly spend a lot of time in the daylight.

Distinguished Director

Reach Level 10 in the Film career track (Directing Branch)

A great director can manipulate the emotions of the audience with images and words.

Any great film requires a great screenplay, so ambitious directors must hone their writing craft to learn to bring the audience to tears and joy and to create heart-pounding action with his or her pen.

Directors who want their skill recognized by their peers can't hide in the shadows, so becoming a well-known celebrity is a must.

Tip

If you choose this career path, get a jump on the Directing branch by developing the Writing skill as soon as possible.

The Writing skill is a promotion metric when you make the jump from the general Film career to the Directing branch.

Superstar Actor

Reach Level 10 in the Film career track (Acting Branch)

Many stars grace the silver screen, but few are memorable enough that their celluloid exploits will be remembered for generations.

To become a true film superstar, your Sim will need to stand out from the crowd of acting wannabes.

Oodles of charisma and an abundance of time in the celebrity spotlight is the sure path to becoming one of film's brightest stars!

Tip

Actors need to be able to schmooze with the best of them, so get going on the Charisma skill right away; that way, you're ahead of the curve when the career splits and you choose the Acting branch.

One Sim Band

Master the Guitar skill

Master the Bass skill

Master the Drum skill

Master the Piano skill

A musical virtuoso can strum a guitar with one hand while tickling the ivories with the other. Your Sim is not satisfied with mastering just one instrument, but yearns to become an expert at them all!

Hours of jamming may not make the neighbors your Sim's friend, but it is the only way to unlock his or her true musical potential.

Tip

The time required to master all four instruments makes it difficult to hold down any career besides the Music career. You may even want to abandon a normal career and just seek a part-time gig.

Master Mixologist

Master the Mixology skill

Own a bar

A true master of mixological arts knows how to combine different juice flavors with such skill that their creations both tickle the tongues and transform the minds of their Sim customers.

Acing the skill of Mixology won't be easy, so your Sim will need to spend hours pouring and flipping at the bar to become a true master.

No mixological genius would be complete without their own bar venue to show off their fanciful drink inventions!

Tip

As soon as you move into Bridgeport, dig into the Mixology skill. Buy a bar for the house and start shaking up those beverages.

Owning a bar isn't cheap either, so consider a well-paying career like Film or Medical to earn the scratch needed to make the big investment.

Lifestyle of the Rich and Famous

Reach maximum celebrity level and be worth at least 100,000 Simoleons

Elite and sophisticated, celebrities lead a life unlike other Sims. The road to fame isn't easy, but spreading your Sim's fame and amassing great wealth will lead to a life of luxury like none other!

Tip

Dive into the Charisma skill right away so you have a leg up on social skills. That way, when you meet celebs around town, you can hopefully schmooze your way to a better celebrity rating earlier than other Sims.

Master Romancer

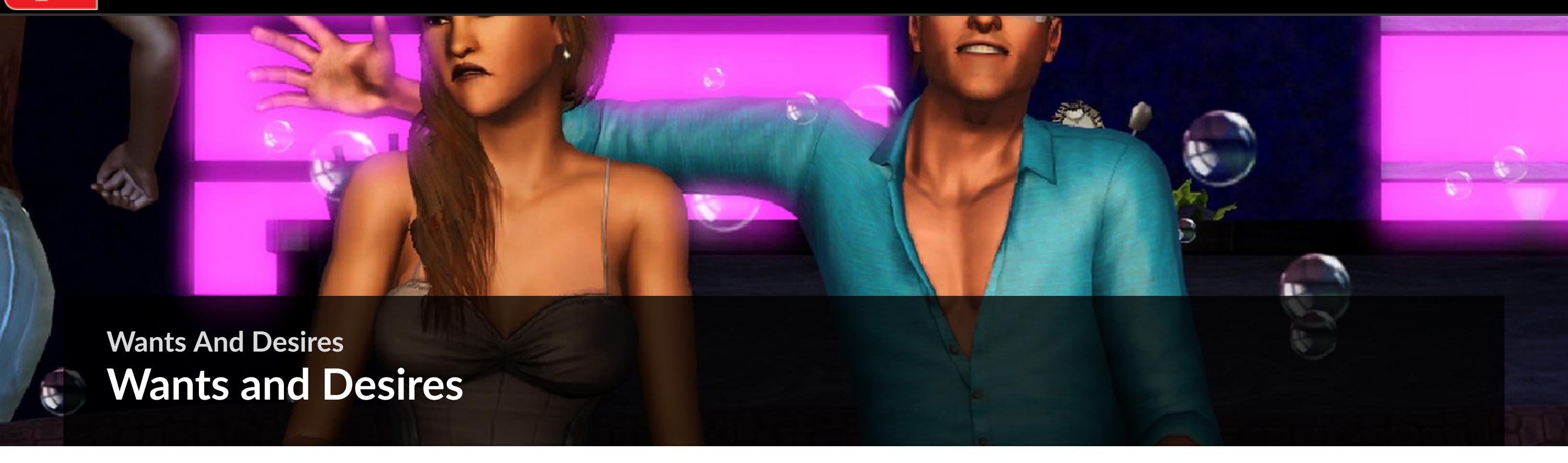
WooHoo in 5 Different Places with 5 Different Sims

An accomplished Sim lover knows all the right things to say to make other Sims swoon. A true love opportunist isn't satisfied with romancing in just one location, but anywhere and everywhere!

Continue to rack up those romantic successes to become a legendary master of the romantic arts.

Tip

The top reward for the Acting branch of the Film career is a special trailer. You can use this trailer as a portable WooHoo spot!



Wants And Desires

Wants and Desires

There are many avenues to happiness and fulfillment (and a few back roads to misery, too). You'll get the most out of Late Night by finding the best ways to get your Sims to feel good about themselves.

To do this, you need to understand the smartest and easiest ways to deliver your Sims' dreams, such as helping them build careers, develop skills, or seek out exciting opportunities.

Moodlets

The immediate measurement of a Sim is mood. A Sim's happiness, neutrality, or misery is quickly identified by their current mood, which is displayed in the Mood meter that occupies the center of the screen, right next to the portrait of the active Sim.

The Mood meter is shaped like an upside-down exclamation point. Good mood is represented by green. As the Sim dips toward neutral or tense feelings, the color of the meter turns yellow.

When the meter displays red, your Sim is seriously troubled. You need to pay immediate attention to the Sim and rectify whatever situation or interaction is upsetting the Sim.

Because moodlets contribute to your Sim's overall mood, you need to pay close and constant attention to the Moodlet Panel. Some moodlets require direct attention, particularly the negative ones, which appear with a red outline.

Brownie Bites

Moodlets have varying degrees of effect on overall mood, so it's always best to seek out activities that bring about the biggest positive effect on overall mood.

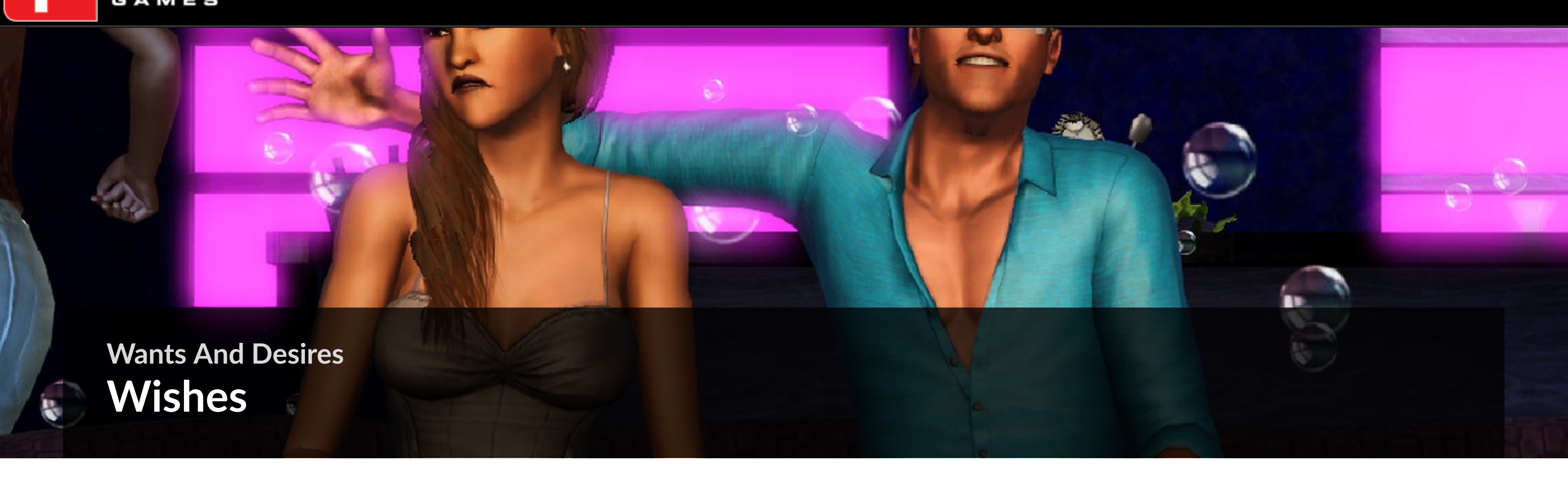
Fulfilling a wish is a good way to cause a positive moodlet.

But minor things can also promote a positive moodlet (for example, having your Sim brush his or her teeth will result in the Minty Breath positive moodlet).

There are three types of moodlets—positive, negative, and neutral. Strive to do things that give your Sims positive moodlets so they can keep banking Lifetime Happiness Points.

New Moodlets

Moodlet	Effect	Duration (in minutes)	Description
Among Friends	10	variable	Hanging out with good friends makes a shy Sim feel warm and fuzzy inside.
Bad Time Out	-5	180	Blah! Hanging out was about as fun as being spit on by a llama!
Banan-ahhhhhhhhh	15	120	Your Sim is going bonkers for Banan-ahhhhhhhhhs!
Beguiled by Bubbles	15	60	So round...so shiny...childish Sims just can't help but be captivated by the sight of a bouncing bubble.
Cheated	-25	240	Some Sims just don't understand what friendly competition means.
Chocolate Chuckles	15	120	Sims can't resist the infectious laughter when a case of the Chocolate Chuckles is going around! Spread the giggles with a good joke.
Downtrodden	-30	90	The pain of rejection is enough to put any Sim down in the dumps. Look on the bright side: It's better to try and fail than never try at all!
Embarrassed (No Clothes!)	-15	variable	Eek, you've been caught without any clothes! It feels like everyone's eyes are watching you.
Exhilarated	25	240	Doing something kinda crazy gives any Sim a little thrill!
Feeling Shy	-10	variable	You feel extremely out of place. You would probably feel more comfortable among friends.
Food Poisoning	-25	120	Food cooked in trucks can leave an unexpected aftertaste and more.
Going Wild	30	300	Sometimes you just gotta get down with your bad self! Party on!
Good Advice	10	180	Good advice is hard to come by. Listen to those words of wisdom and use them wisely!
Got Recognized	20	480	No longer can you hide from your fame! Everyone is starting to know you.
Greasy	20	240	Fast food may not be the healthiest choice, but it tastes so good!
Great Brawl	20	90	That was a brawl of epic proportions! It's an honor just to have matched fisticuffs with this crowd.
Great Time Out	5	180	Hanging out was a blast! We had so much fun together.
Had Star Tantrum	20	300	The world is ending when things are not going your way.
Heating Up	-25	180	The sun is oppressive and ruinous for vampires. The daylight will scorch a vampire's lovely skin and neutralize their powers.
Hunted	-10	variable	It is always best to befriend a vampire as they can emerge at anytime...such as now...and are too powerful to confront.
In the Limelight	10	60	Sims love to be in the limelight, especially when the light is the flash of a paparazzo's camera!
In the Mood	25	120	Romance is in the air. Wait. No, it's in the drink! A good serving of some liquid romance is sure to put any Sim in the mood for love!
Kicked Out	-25	240	Got kicked out of the venue--how embarrassing!
Lost the Brawl	-30	120	Oh the shame of it all! You hang your head in disgrace...you lost the brawl!
Madly Thirsty	-80	variable	Vampires with a manic thirst are no longer able to think clearly. Dangerous and near death, Madly Thirsty Vampires are closer to animals than Sims.
Mugged	-15	240	Nobody said public transportation doesn't have its risks...
On a Beach	15	120	It's hard to stay stressed when there are pineapple-flavored bubbles in the air. Sims can practically feel the sand between their toes!
Ooo Bubbles	30	variable	Multitudes of bubbles make everything more fun! (Get from hot tub.)
Cerebral Boost	15	240	Intellectual aspirations are in reach when you're all hopped up on brain juice!
Publicly Disgraced	-20	4,320	You can't hide your bad actions any more. The public has scrutinized your inappropriate behavior all over town. How shameful!
Public WooHoo	20	480	It's always a different experience when things are done in public.
Sanguine Snack	50	480	Sated beyond the needs of mere nourishment, vampires sometimes consume a real delicacy to truly satisfy their thirst.
Sated	15	480	The thirst has been kept at bay...for now. It always returns!
Saw Amazingly Insightful Film	20	960	Wow, that was like... deep and stuff. You'll be mulling over that one for hours.
Saw Awful Film	-10	480	That was just bad. Not "So Bad It's Good." Just plain terrible.
Saw Exciting Film	15	960	Nothing gets your heart pounding like watching a smash hit film!
Saw Insufferably Pretentious Film	-10	480	Few things are more painful than suffering through a self-important director's "visionary masterpiece."
Saw Touching Film	15	960	Some films make you feel so mushy inside that you leave a pile of tissues in your wake.
Slept Like a Star	20	360	You know you're important when you get to sleep in a star's trailer. No longer do you have to mingle with the riff-raff!
Snuck In	15	variable	Got beyond the barrier rope by finding another entrance.
Social Strawberry	15	120	Someone has a case of the Social Strawberry! You are the life of the party. Everyone enjoys having you around!
Star Struck	10	120	Those knees quivering in excitement can only mean one thing...you have spotted a famous celebrity!
Stride of Pride	60	120	A little extracurricular activity out of the house is just the thing to put a spring in a Sim's step!
Thirsty	0	variable	Vampires must quench their thirst by drinking from other Sims, growing fresh Plasma Fruit, or settling for a Plasma Pack.
Too Much Sun	-50	2,880	When a vampire is in the sun too long, they slow down and lose their edge.
Unusual Blemish	0	variable	A painless blemish that resembles two circular points is on your skin. Perhaps this is the reason you feel so...odd?
Vampiric Vigor	15	variable	The night fills you with energy as you're invigorated by the moonbeams and starlit night. Such power!
Very Thirsty	-40	variable	Very few things can topple a vampire's near immortal reign. One of them is leaving one's thirst unquenched.
Walk of Shame	-25	120	What a sting! You went out on a limb, but your advances were not appreciated. Better luck next time!
Wash Away the Worry	10	90	Drowning your worries away is much more fun than just sweeping them under a rug.
Weakened	20	1,320	Donating a little hemoglobin for the nourishment of those afflicted with vampirism is a worthy cause.
Wide Awake	10	300	Wowza! A drink like that is sure to retire some sheep from the sheep counting business!
Won the Brawl	25	90	Winning a brawl gives Sims a reason to strut their stuff. Throw back those shoulders and walk tall!



Wants And Desires

Wishes

As soon as your Sims arrive at their new lot, they start expressing wishes to you via the Wish Panel at the bottom of the screen.

In addition to their Lifetime Wish, Sims can have up to four active wishes awaiting fulfillment. When a Sim has a new wish, it appears in the arched bubble on top of the Wish Panel.

To promise a wish and add it to your Sim's active wishes, left-click on the wish. To deny a wish, right-click on it. There is no punishment for denying a wish.

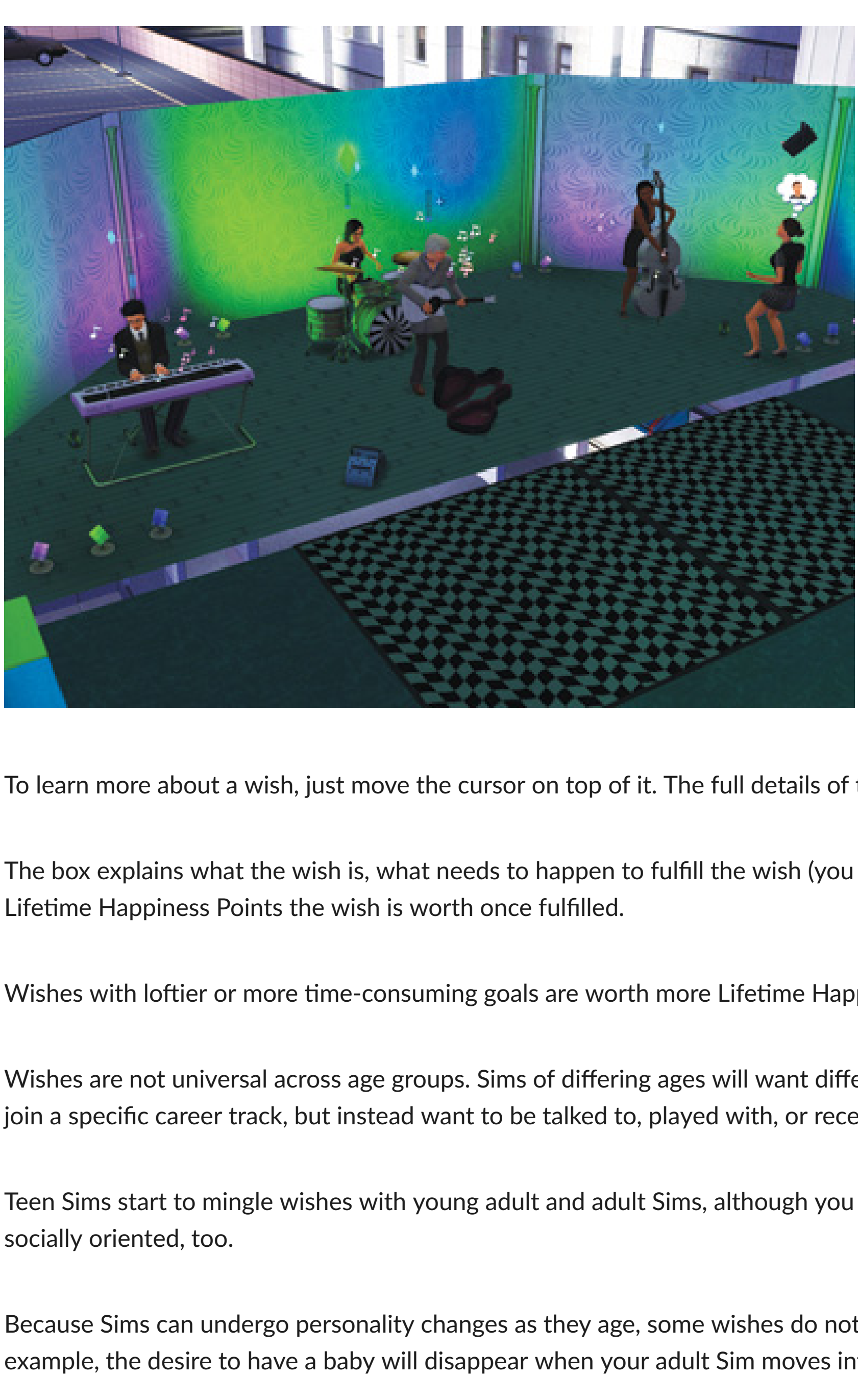
Your Sim will just forget about it. That doesn't necessarily mean a new wish will take its place right away. You may have to wait a while before your Sim conceives of a new wish.

Caution

You cannot undo a wish denial, so think before you right-click on that little dream.

Note

Dismissing a wish does not negatively impact your relationship with your Sim. But you may discover that a wish that looked too far out of reach isn't so demanding to fulfill after a day or two.



To learn more about a wish, just move the cursor on top of it. The full details of the wish appear in a box.

The box explains what the wish is, what needs to happen to fulfill the wish (you can sometimes get hints here), and how many Lifetime Happiness Points the wish is worth once fulfilled.

Wishes with loftier or more time-consuming goals are worth more Lifetime Happiness Points.

Wishes are not universal across age groups. Sims of differing ages will want different things. A child will never have a desire to join a specific career track, but instead want to be talked to, played with, or receive a new object like a toy.

Teen Sims start to mingle wishes with young adult and adult Sims, although you will see slight variations on wishes—many are socially oriented, too.

Because Sims can undergo personality changes as they age, some wishes do not survive the move between age groups. For example, the desire to have a baby will disappear when your adult Sim moves into the elderly age bracket.

The new wishes of Late Night are split across five different categories—career, skill, celebrity, social, and object. Career wishes are most likely to spring from a Sim in that specific job path.

Skill-related wishes are likely to occur to Sims in the process of developing that particular skill. Celebrity wishes have everything to do with popularity in Bridgeport, while social wishes are related more to things like parties.

Some objects also inspire new Late Night wishes.

Career Wishes

Wish	Description
Write a Screenplay	Ever the visionary, the aspiring Director is always yearning to tell a story. Your Sim wants to Write a Screenplay on a Computer.
Sell a Screenplay	This gem of a screenplay could be your Sim's big break! Your visionary Sim wants to Sell a Screenplay. Take the screenplay to the movie set to sell it.
Promote New Movie	If your Sim is ever going to be a big celebrity, other Sims are going to have to watch his or her movie! It may seem like grunt work, but your Sim wants to Promote a New Movie. Your Sim will be notified when this job is available; when it is, send him or her to the venue to hand out flyers.
Shoot B-Roll Footage	In creating an impactful cinematic experience, shots of the natural landscape are just as important as shots of the main actors. Your Sim wants to Shoot B-Roll Footage for his or her new flick. Your Sim will be notified when this job is available; when it is, send him or her to a park or beach to shoot footage.
Join Acting Career Branch	Actors carry the emotional weight of a film; moreover, they get to see their name in lights and their face stretched across a jumbo screen! You Sim is hearing the call of the silver screen and wants to join the Acting branch after being promoted past Production Manager.
Join Directing Career Branch	Directors carry the heavy responsibility of all creative aspects of a film. Your Sim is ready to call the shots on set and wants to join the Directing branch after being promoted past Production Manager.

Skill Wishes

Wish	Description
Learn a New Bass Composition	There are a vast number of songs available for bassists, from upbeat rhythms to slow jams. Your Sim wants to learn a new composition for the bass. Send your Sim to the bookstore to see what compositions are available.
Earn §X from Bass Tips	It won't make anyone rich, but playing for tips is a great form of supplementary income! Your Sim wants to earn some Simoleons in tips from playing the bass.
Serenade a Sim with Drums	It's been said that the beats of the drums can closely mimic the beats of a heart in love. Your Sim wants to woo someone with a drum serenade.
Learn a New Drums Composition	There are only so many times a Sim can drum out the same tune without craving something new to play. Your Sim wants to learn a new composition for the drums. Send your Sim to the bookstore to see what compositions are available.
Earn §X from Drums Tips	Receiving a tip from a stranger is a small recognition of musical talent. Your Sim wants to earn some Simoleons in tips from playing the drums.
Serenade a Sim with Piano	Playing a beautiful melody on the piano is a surefire way to melt the heart of even the coldest Sim. Your Sim wants to woo someone with a piano serenade.
Earn §X from Piano Tips	Some Sims call playing for tips begging, others call it making an honest living. Either way, your Sim wants to earn some Simoleons in tips from playing the piano.
Learn a New Piano Composition	Hammering out the same songs over and over on the piano gets dull. Your Sim wants to learn a new composition. Send your Sim to the bookstore to see what compositions are available.

Celebrity Wishes

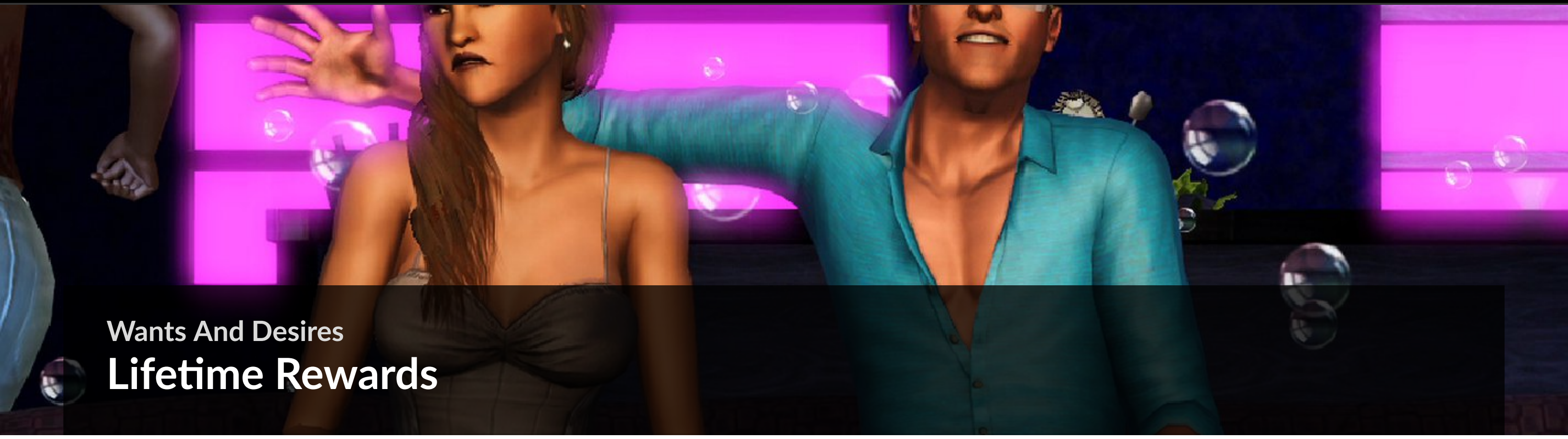
Wish	Description
Befriend X Celebrities	Celebrities are the epitome of popularity and glamour. Your Sim wants to become part of the elite crowd and befriend some celebrities. Your Sim will have to Impress Celebrities first with his skills, career, or wealth before becoming their friend.
Kiss a Celebrity	Your Sim wants to put a glow on his cheeks and become the envy of all his friends by kissing a celebrity.
WooHoo with a Celebrity	Take your Sim's celebrity romance to the next level and give everyone something to gossip about! Your Sim wants to WooHoo with a celebrity.
Date a Celebrity	When celebrities go out on the town, everyone takes notice of their arm candy. Your Sim wants to date a celebrity.
Marry a Celebrity	Marrying a celebrity has a lot of benefits--fame, fortune, and the admiration of your fellow Sims! Your Sim wants to become part of elite society by marrying a celebrity.
Gain a Celebrity Star Level	Your Sim has her eyes on the A-list and won't stop till she gets to the top! Take the next step in your Sim's pursuit of fame by increasing her Celebrity Star Level. Your Sim can build her renown by increasing her skill or career levels, getting to know celebrities, and completing special opportunities.
Reach Celebrity Star Level X	Your Sim aspires to greater stardom by reaching a higher level of celebrity. Your Sim can build her renown by increasing her skill or career levels, getting to know celebrities, and completing special opportunities.

Social Wishes

Wish	Description
Learn a Sim's Sign	Is your Sim a match made in heaven with another Sim? There's only one way to find out! Your Sim wants to learn a Sim's Astrological Sign.
Meet a Compatible Sign	When your Sim meets another Sim with a compatible Astrological Sign, the planets will align for romance! Your Sim wants to make an instant connection by meeting a Sim of a certain Astrological Sign.
WooHoo in Elevator	What has four eyes and four legs and goes up and down? Two Sims in an elevator, of course! Your Sim desires to WooHoo in an Elevator.
Group Up with a Sim	Everything is better with good company. Your Sim wants to group up with a Sim. Make sure your relationship level is high enough, then give them a call or invite them to join your group.
Have a Great Group Night	A night on the town with friends is a night to remember! Your Sim wants to Have a Great Group Night out. Keep his motives high and make it a memorable night.
Form a Group	No one wants to be flying solo at a cool scene. Your Sim wants to Form a Group for a night out on the town. Call up some friends on the phone and invite them out, or meet Sims at a bar and ask them to hang out.
Show Off Sweet Guitar Move	Your Sim has witnessed many a rock star dominate the stage; can he handle the heat? Now is the time to practice that special move and show off your Sim's radical guitar skills. Your Sim wishes to Show Off a Sweet Move on his guitar. Start a Jam Session on the guitar, and the click on the guitar to perform a Sweet Move.
Go Hot Tubbing	Splishing and splashing in a steamy pool of water is a lot of fun! Your Sim wants to hang out in a Hot Tub.
Cuddle in Hot Tub	The steamy warmth of a hot tub is even better when your Sim gets cozy with a special Sim. Your Sim wants to bring someone special into the hot tub and cuddle.
Make Out in Hot Tub	Now that your Sim is having a good time with a romantic interest, a steamy hot tub make out sounds like a pretty good idea! Your Sim wants to Make Out in the Hot Tub with that special Sim.
WooHoo in Hot Tub	Sharing a romantic moment in the hot tub is a steamy way to have a good time. Your Sim wants to WooHoo in the Hot Tub.
Skinny Dip in Hot Tub	Skinny dipping is great way to let loose and blow off some steam! Your Sim wants to get crazy and go Skinny Dipping in a Hot Tub.
Ask a Sim to Join in Hot Tub	Hanging out in a hot tub is a lot more fun when others are around! Your Sim wants to ask another Sim to join them in the hot tub.
Bring Food to a Sim	Don't let your friends go hungry! Your Sim wants to grab a plate of food and bring it to another Sim.
Bring a Drink to a Sim	A thirsty friend is an unhappy friend! Your Sim wants to help another Sim relax by bringing them a drink.
Tell a Sim to Joke with Another Sim	Telling a joke is great way to win friends, but some Sims need encouragement to share their sense of humor with others. Your Sim wants to convince another Sim to tell a joke.
Tell a Sim to Dance with Another Sim	Some Sims need encouragement before breaking loose on the dance floor with others. Your Sim wants to encourage another Sim to grab a Sim and dance!
Tell a Sim to Kiss Another Sim	Some Sims need a nudge before taking the plunge with that special Sim. Your Sim wants to convince another Sim to give someone a kiss.
Invite a Celebrity to Your Sim's Party	Celebrities bring a certain level of class and glamour to any party that they attend. Your Sim wants to invite a Celebrity to her party. There is no guarantee that the celebrity will show up, but it never hurts to try! Throw a party by calling up some other Sims and be sure to include a celebrity on the guest list.
Have a Celebrity Attend Your Sim's Party	Imagine the jealous looks on everyone's faces when a celebrity walks in the door of your Sim's next party! Your Sim wants to flaunt her connections by having a celebrity show up at her party.
Attend a Party	Partying down with all your friends and making new ones is a great way to spend some time! Your Sim wants to have a blast by attending a party.
Attend a Celebrity's Party	Celebrities throw amazing parties with the finest food, best music, and an elite crowd of guests. Your Sim wants to attend a celebrity's party. Who knows who your Sim might meet there?
Attend a Sim's Party	A certain Sim is really excited to have your Sim attend their party. Your Sim wants to show them that he values their relationship by dropping in.
Crash a Party	The hottest party is going on somewhere in town...and your Sim isn't invited. Don't let that social snub get your Sim down! Your Sim wants to visit a home that is hosting a party and crash it.
Sneak Past Bouncer	Which part of "You're not on the list" do you not understand? Your Sim is feeling risky and wants to Sneak Past the Bouncer. Wait for the bouncer to be distracted by another Sim, and then click on the barrier rope to sneak into the VIP area.
Get into an Exclusive Venue	It's all about who you are or who you know in this town. Your Sim wants to Get into an Exclusive Venue. If your Sim is not a celebrity, he might try to Sneak Past or Bribe the Bouncer.
Ask a Vampire to Turn Your Sim	Being a vampire has a lot of benefits--strength, speed, and mental prowess. Your Sim wants to ask a vampire to turn him into one.
Meet a Vampire	Rumors are flying around town that strange creatures of the night have moved into town. Your Sim wants to meet a vampire. Look for vampires in high-end venues.
Become a Vampire	The society of the undead offers incredible benefits to those who join their ranks. Your Sim wishes to choose the path of supernatural power by becoming a Vampire. Form a good relationship with a Vampire, then Ask them to Turn your Sim.
Befriend a Vampire	Vampires make intriguing friends: They are dangerous and seductive, frightening and beguiling. Your Sim wants to become friends with a vampire.
Fight a Vampire	Vampires are models of physical perfection and embody athletic grace and skill. Your Sim wants to see how she physically matches up to a vampire by fighting one.
Retreat Indoors!	Prolonged exposure to the sun will heat up a vampire too much and cause damage. Your Sim wants to escape the searing rays of the sun by hiding indoors!
Win a Fight Against a Mummy	Unleash an epic undead beat down on a mummy. Your Sim wants to fight a mummy and win!
Drink a Sim's Plasma	Vampires need to consume plasma regularly or they will get weak and sluggish. Your Sim wants to drink another Sim's plasma. Your Sim will need to have good relationship with them before they let him drink.
Offer to Turn Sim into Vampire	Life as a vampire offers a lot of perks, such as superhuman physical and mental ability. Your Sim wants to share the benefits of vampirism and offer to turn another Sim into a vampire.
Eat Plasma Fruit	Plasma Fruit is a tasty and life-sustaining vampire snack. Your Sim wants to eat some Plasma Fruit, either purchased from the supermarket or grown in the garden.
Find Plasma Fruit Seeds	Hunting other Sims is a thing of the past for a vampire with a garden full of Plasma Fruit. Your Sim wants to find some Plasma Fruit seeds.
Purchase Plasma Fruit	Plasma Fruit offers all the delicious nutrition of plasma without the exhausting challenge of hunting for prey. Your Sim wants to purchase some Plasma Fruit from the Supermarket.
Consume Plasma Pack	Plasma Packs are a sippable way for vampires to enjoy their daily drink. Your Sim wants to grab a Plasma Pack as a Quick Snack from the Refrigerator.
Hunt!	Some Sims have plasma that is far superior to other Sims. Your Sim wants to Hunt a Sim that offers an extra-tasty treat. To hunt a Sim, find a lot with other Sims on it and click on the lot to hunt. Once your Sim has located a target, click on the Sim to drink from them.
Drink from Hunt Target	Your Sim has a thirst that only the plasma of a special Sim can satiate. Track down your hunt target on the map and drink your Sim's fill. Your target only lasts through the night, so be quick about it!
Read a Sim's Mind	Vampires have a lot of special abilities, including reading a Sim's mind. Your Sim wants to Read a Sim's Mind to find out their deepest thoughts and desires.
Get into VIP Section	The drinks are better, the celebrities are A-listers, and everyone who is someone is there. Your Sim badly wants to Get into the VIP Section. Your Sim's celebrity level needs to be high or she could just sneak in.
Bribe a Bouncer	Certain clubs maintain their elite image by only allowing well-known Sims through their doors. Luckily if your Sim has enough cash, she can make up for her lack of social standing! Your Sim wants to Bribe a Bouncer to get in to a venue.
Go to a Bar	What else do Sims do on a Friday night? Or any night for that matter. Your Sim wants to Go to a Bar. Look for one nearby in Map View.
Have a Drink	With so many elixirs, juices, and nectars to choose from, what will it be today? Your Sim would like to Have a Drink at the bar.
Have a Drink at X Different Bars	With so many elixirs, juices, and nectars to choose from, what will it be today? Your Sim would like to Have a Drink at multiple bars.
Go to a Hotspot	Hotspots are the center of the nightlife action! Your Sim wants to go to a hotspot. Check the newspaper or gossip with another Sim to find out where most Sims are going to be tonight.
Go to X Hotspots	Hotspots are the center of the nightlife action! Your Sim wants to go to some hotspots. Check the newspaper or gossip with another Sim to find out where most Sims are going to be tonight.
Do a Sweet Move at a Gig	Performing a gig isn't just about playing great music...it's also about delighting the audience with a performance! You Sim wants to thrill the audience at a gig by performing a Sweet Move with his instrument.
Earn §X from Gigs	Getting together to jam is a great way to pass the time, but a band can't survive without earning their keep through some gigs. Your Sim will be notified when a gig is available; when it is, send him to the location to Play a Gig.
Go Skinny Dipping	Skinny dipping is a cheap, exhilarating thrill! Your Sim wants to get crazy and go Skinny Dipping in a pool.
Go Skinny Dipping with Another Sim	Two skinny dippers are naughtier than one. Your Sim should find the nearest pool, Go Skinny Dipping, and ask a Sim to join.
Go to a Dance Club	Dance clubs are exciting venues where Sims shake the night away to thrilling beats in a hip atmosphere. Your Sim wants to feel the music of the night at a dance club.
Go to a Lounge	Lounges are classy establishments with a refined atmosphere where Sims can enjoy fantastic drinks while surrounded by the best society. Your Sim wants to put on their fancy attire and go to a lounge.
Get in a Bar Brawl	It may result in some lasting bruises, but getting into a bar brawl is one way to turn an ordinary night into a memorable one. Your Sim wants to spice up the night by getting into a brawl with another Sim at a bar.
Win a Bar Brawl	What's the point of getting into a fight if you aren't going to win? Your Sim wants to show another Sim who is the boss by winning a bar brawl.

Object Wishes

Wish	Description
Move into a High Rise Building	Downtown high-rise living is an exciting experience, with its proximity to nightlife and restaurants! Your Sim wants to Move into a High Rise Building using the Move interaction on the computer.
Move into a Penthouse	Living at sea level is for old fogies, your Sim desires to be at the top and nothing is higher than the high rise. Your Sims wishes to Buy a High Rise using the Real Estate interaction on the computer.
Hire a Butler	Hiring another Sim to tidy up the house and watch after the children is a nice perk. Your Sim wants to Hire a Butler. Have your Sim use the phone to sign up for the butler's service!
Hire an Executive Butler	Living in the lap of luxury includes having another Sim to wait on your Sim hand and foot. Your Sim wants to hire an executive butler to manage his household. Have your Sim pick up the phone to sign up for the executive butler's service!
Ask for Massage from Executive Butler	A massage is a nice way to relax and unwind after a stressful day. Your Sim wants to ask the executive butler for a massage.
Ask Butler to Cook	Who doesn't love a good home-cooked meal? It's even better when you don't have to cook it yourself! Your Sim wants to ask the butler to cook a meal.
Ask Executive Butler for Advice	There's no shame in asking others for advice. You Sim wants to learn from the wisdom of others and ask an executive butler for advice.
Hack onto Club Listings	Don't let your Sim's lack of social status prevent him from entering the poshest venues in town. Your Sim wants to sit down in front of a computer and hack into the club listings.
Play Darts	Darts is a fun game that requires a sharp eye. Your Sim wants to Play Darts alone or with another Sim.
Win a Game of Darts	Getting bull's-eye after bull's-eye requires a keen eye and steady hand! Your Sim wants to Win a Game of Darts.
Play Shuffleboard	Pushing pucks is a perfectly pleasing pursuit for passing the present. Your Sim wants to Play Shuffleboard alone or with another Sim.
Win a Game of Shuffleboard	Showcasing successful shuffleboard savvy will surely spark swagger in some Sims. Your Sim wants to Win a Game of Shuffleboard.



Wants And Desires

Lifetime Rewards

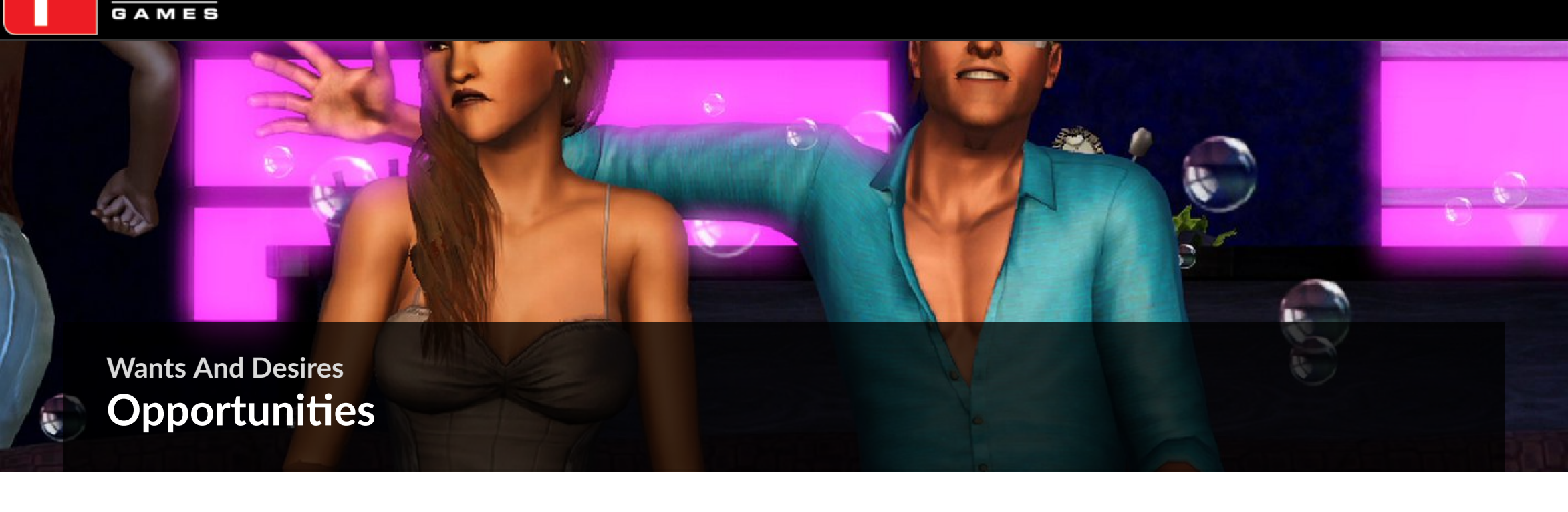
When you boost your mood into the bubble at the top of the Mood meter, you start accumulating Lifetime Happiness Points. Lifetime Happiness Points are also earned by fulfilling wishes.

Lifetime Happiness Points are traded in for Lifetime Rewards, which are a series of special skills, traits, and objects with unique properties.

Gather as many Lifetime Happiness Points as possible—this is a great way to measure to the progress of your Sim and see how well they are doing in life.

Use this list of new Lifetime Rewards in Late Night to see what's possible for Sims who are truly blessed with a player like you. The more wishes you fulfill and the happier you keep your Sims, the more of these sweet rewards they can possess.

Lifetime Reward	Cost	Description
The Hustler	5,000	The Hustler almost always wins at bar games like darts, foosball, and shuffleboard.
Watering Hole Regular	7,500	The Watering Hole Regular gets a discount on all drinks and food at bars.
Next Big Thing	10,000	The Next Big Thing means earning big bucks for gigs played with any band.
Excellent Groupie	10,000	The Excellent Groupie makes any group outing a success. You can be that Sim!
Better Mixologist	15,000	Make higher quality drinks than the mixologist next door.
Master of Seduction	15,000	With this reward, you'll never again have to feel despair at rejection.
Always on the List	17,500	Get into all bars, clubs, and lounges. With this elite status, no bouncer can refuse you entry.
Map to the Stars	20,000	Stalk celebrities with this map in your inventory; all celebrity home locations will be revealed in Map View.



Wants And Desires

Opportunities

Opportunities are occasional events related to your skills and/or career. The rewards for completing opportunities include Simoleons, promotions, skill gains, and more.

Many opportunities are time sensitive. If you are presented with an opportunity with a time limit, such as participating in a cook-off, you are given the deadline right up front.

Keep these deadlines in mind because many opportunities actually require a little work. You cannot expect to complete an opportunity with just 10 minutes left on the clock. To track your active opportunities, use the Opportunity tab in the Status Panel.

Caution

You can only have one opportunity in each category at a time. You cannot stack opportunities or bank them for later.

In Late Night, there are many new opportunities related to the new careers, skills, and social scene of Bridgeport. Here is a full list of the Opportunities offered in Late Night, sorted by skills and careers:

Mixology

Opportunity	Description	Location	Requirement	Reward
Better Mixology	The National Mixology Association is having a "scholarship" for Sims just getting started in the wonderful world of Mixology. Any Sims interested in improving their skill in Mixology by one level should speak with the local representative at {OpTarget} for their reward.	Theatre	Gain skill level in bartending. Turn in at Cineplex.	Cash, Skill Boost
Easy Theatre Job	The Theatre is holding a small event for some fundraising and could use some extra drink handlers. The Sim should head over there to help out.	Theatre	Attend event at Cineplex.	Cash, Skill Boost
Better Than Working Fast Food	A local dive bar has experienced a small surge in popularity due to Sim Magazine giving it the "Cleanest Bathrooms (Dive Bar Category)" award.	Dive Bar	Bartend for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Mixing and Clubbin'	Some mixologists at the club are developing "Mixologist's Elbow" and could use some time off. The management company was hoping that you could work as backup at their hot club for a while.	Dance Club	Bartend for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Elite Mixology	[Sim] is tight with the management at the lounge and thought that you might be interested in a mixology gig there. This lounge is supposed to be really high class, so the tips and pay should be well worth it... if you have the skill to make some serious drinks.	Lounge	Bartend for X Hours at target venue. Report in to target Sim.	Cash, Skill Boost
A New Mix	Create a New Drink and then attend the Seminar at the venue.	Bistro	Create a new drink. Report in to the bistro.	Cash, Skill Boost, Relationship with Bistro
A Big Pick Me Up	Sim X really wants to cheer up Sim X, and thought a very thoughtful gift would be if you would name one of your cool drinks after them.	Location of Initiator	Name drink after Sim X. Report in to Sim X.	Cash, Relationship with Target
Improve Skill	The National Bartending Association is having a "scholarship" for interested Sims with budding bartending skills. Meet with their contact at the Bistro after gaining a skill level.	Bistro	Attend event at bistro.	Cash, Relationship with Target
Hangout Bartending	A local Hangout could use another bartender to spell their workers.	Hangout	Bartend for X hours at hangout.	Cash, Skill Boost
The Top Tip	The local Mixologists' Chapter is trying to get people out and working the trade. To drum up interest, they're running a contest to see who can be the first to make {OpNumEventsGoal} Simoleons while moonlighting.	Bistro	Make §X bartending.	Cash, Skill Boost
Secrets of the Ancient Mix Masters	A Sim found an old Mixology book in their ancestor's memoirs. They'd like you to read and and give them a report on if there's actually anything good in it.	Sim	Read book.	Cash, Relationship with Target
Big Business Party	A big corporation at the Business Center requests your presence at one of their suarees to serve high Quality Drinks.	Business	Attend event at Cineplex.	Cash
Ship Party	A movie is wrapping up at the studio and there will be a "ship party". The studio lead would like the Sim to show up and bartend the event.	Studio	Attend event at movie set.	Cash
The Politician's Ball	The local politicians are throwing a big fundraiser at City Hall. The catering service would like to contract out the Sim.	City Hall	Attend event at City Hall.	Cash

Piano

Opportunity	Description	Location	Requirement	Reward
School Musical	Kids at Public School 67 are putting on a performance of Once Upon an Education Budget and need an accompanist for the show. Hope you don't mind sight reading!	School	Attend event at school.	Cash, Skill Boost
Pediatric Piano	The hospital is hosting a special event in the pediatric ward. Help kids feel better when they hear their favorite songs. At the very least, it will ease their fear of the balloon clown they hired.	Hospital	Attend event at hospital.	Cash, Skill Boost
What's My Motivation Gala	A fundraiser for the Struggling Waiters But Aspiring Actors Association will be held at the movie set. They need a high-skilled pianist to set the right mood: a mood that says "donate money."	Movie Set	Attend event at movie set.	Cash, Skill Boost
Pathetique Organizational Skills	The bookstore's music section has started to get a little out of hand and they've asked the Sim to help sort out all their inventory. (Success may result in a new composition.)	Bookstore	Attend event at bookstore.	Sheet Music, Cash
Practice Makes Better	The current Cineplex accompanist has a tendency to change keys in the middle of songs, making some very angry singers. If the Sim can gain a level of piano skill, the manager will give the Sim a job.	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
Cinematic Cameo	"Orchestra auditions are being held at the movie set. It's a good chance for the Sim to get his name out there and potentially receive his first movie credit. If the Sim gets the part, he can expect a gig paying big bucks.	Movie Set	Attend event at movie set.	Cash, Skill Boost
Piano for Profits	With every intention of eavesdropping on the Sim's latest gossip, Sim X overheard him practicing the piano instead. Although not as juicy as gossip, the performance was pretty good! Sim X encouraged the Sim to get out there and play for tips!	Anywhere	Make §X playing piano.	Cash, Skill Boost, Relationship with initiator
Finger Tips	Another Sim believes strongly in your musical abilities. Forgetting that charity is tax deductible, it's awfully generous that Sim is willing to match all tips earned as long as it's over X Simoleons. Earn the cash and report in to Sim X.	Anywhere	Make §X playing piano.	Cash, Skill Boost, Relationship with initiator
Piano Party	Sim X would love if the Sim could play some background music at their party. Sim X has been trying to throw a great party for quite some time and could use your help. Please don't mosh.	Anywhere	Play piano at location.	Cash
Party Accompaniment	Word is spreading that Sim is an awesome pianist! In fact Sim X is requesting that he be the main entertainment at their party. They also are making a request that the Sim not eat all the hors d'oeuvres.	Anywhere	Play piano at location.	Cash, Celebrity Points, Relationship with initiator
New Era Masterclass	The famous pianist Van Clydesdale is going to be giving a master class today at the Cineplex. Maybe the Sim should check it out and perhaps think of playing something.	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
Extreme Digits	A crazed conductor is holding an event at the Cineplex. Her goal is to have over 100 pianists playing at once. Won't Sim join in this cacophony? Success chance based on mood and Charisma.	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
The Student Becomes the Master	Pianist Sims everywhere are clamoring for the Sim's constructive criticism. Listen to them play, paying attention to their technique, musicality, and most likely overly dramatic breathing. The master class is being held at the Cineplex.	Cineplex	Attend event at Cineplex.	Cash, Celebrity Points
Tabloid Party	The Sim Star Tabloid is holding their annual corporate party at venue X. They would be honored if you would consider playing for the event.	Business Center	Play at party.	Cash, Celebrity Points, Relationship with initiator
Release Party	Revenge of the Boogles has just finished filming and the crew is ready to celebrate! Would you consider playing for their party? Pay is good, and your Sim could make some great connections!	Movie Set	Play at party.	Cash, Celebrity Points, Relationship with initiator
Charge!	It's the bottom of the 7th, all bases are loaded, and the batter strikes out! If only there was an organist to rile up the crowd and cheer the batter on! The local team needs your Sim's help!	Sports Stadium	Attend event at stadium.	Cash, Skill Boost

Drums

Opportunity	Description	Location	Requirement	Reward
Rhythm Robot	The science facility has made a new robot toy that dances to music. Before releasing it to the market, the developer needs to make sure it will endure loud music for a long time. Can you come play drums for X amount of time?	Science Facility	Attend event at science facility.	Cash, Skill Boost
Drumming for Decibels	The science facility is taking measurements of decibel levels and how they damage hearing. Ironically, they want you to come in and play the drums as loud as possible for X hours.	Science Facility	Attend event at science facility.	Cash, Skill Boost
The Drumline	Military enthusiasts are doing a re-enactment of the Great Whiz Bang Pow War. They need a drummer to keep the troops in order and to add to the overall loudness. Can Sim fill in?	Military Base	Attend event at military base.	Cash, Skill Boost
Beating for Beatniks	The bookstore is holding a poetry reading. The usual attendees are really tired of snapping their fingers, so they're asking Sim to play a little bit of brushed cymbal a la beatnik. As a reward, the bookstore will give you a new composition.	Bookstore	Attend event at bookstore.	Cash, Skill Boost
Ear Drums	Sim's neighbor overheard him practicing recently and thought he was really good (and really loud). Sim X is encouraging Sim to get out of the house, go play in public, and earn some tips!	Play for tips at community lot	Make §X playing drum.	Cash, Sheet Music, Skill Boost
Traveling Tips	The target knows the Sim has some serious skills, they should really take the show on the road and play for some serious tips. If the Sim can make X Simoleons in tips, the Sim will match the reward!	Play for tips at community lot	Make §X playing drum.	Cash
Percussion Party	Sim X would really like to throw an over-the-top party, but a party isn't over the top unless there are drums! He'd like your Sim to be the Sim that helps the party go out with a bang, bash, and a ba-doom.	Location of party	Report to party to play drums.	Cash, Celebrity Points
Professional Party	Sim X (celebrity) is planning a big party at their place and insists on having only the finest drummer. He's heard great things about your Sim and would really like him to be there.	Location of party	Report to party to play drums.	Cash, Celebrity Points
Late Night Fill-in	The local late night television show needs a stand-in for their drummer, who is currently on tour with the circus. Can Sim show up for tomorrow's taping?	Movie Set	Attend event at movie set.	Cash, Skill Boost
Practice Makes Better	The current Cineplex drummer has a tendency to change tempos in the middle of songs, making some very angry dancers. If Sim can gain a level of drum skill, the manager will give Sim a job.	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
Drum Roll, Please!	The mayor plans on unveiling her latest budget cuts to the council. She needs Sim to come by because he plays the best drum roll in town.	Public Services	Attend event at City Hall.	Cash, Skill Boost
Ba-doom-CHING!	A slapstick comedian is coming to town and needs a drummer to help with the delivery of his jokes. He's requested Sim because he plays the funniest rim shots. Ba-doom-CHING!	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
The Drum Fill	The Secondary Dominants, an up-and-coming band, need a drummer for the night, as their drummer is sick with syncopation. Can Sim make it?	Cineplex	Attend event at Cineplex.	Cash, Skill Boost
Spaaaah Party	The spa is holding a giant meditative dance party to promote the wellness of mind and body. They would love you to play drums during the sessions.	Spa	Play for event.	Cash, Celebrity Points
Underground Party	The neighborhood subway station is holding a giant meditative dance party to promote the wellness of mind and body. They would love you to play drums during the sessions.	Subway	Play for event.	Cash, Celebrity Points

Bass

Opportunity	Description	Location	Requirement	Reward
Dorsal Fins and Double Bass	A renowned film composer plans on writing a theme featuring the bass. It's about a dolphin that attacks swimmers and then tickles them. Does Sim want to play bass in the movie?	Movie Set	Visit venue and perform task.	Cash, Skill Boost
Sheet Music Mayhem	Angry cellists went into the bookstore and wreaked havoc on the bass music, muttering something about bassists ruining pieces written for cello originally. Bookstore needs your help organizing. As a reward, the book store will give you sheet music.	Bookstore	Visit venue and perform task.	Sheet Music
Bistro Baritones and Basses	Bistro is having a sing-along dinner for Sims with unusually low voices. They would love for Sim to accompany them.	Bistro	Visit venue and perform task.	Cash, Skill Boost
The Gargantuan	Scientists have developed an even bigger ungainly instrument similar to the bass. When the right notes are played, scientists can get in contact with aliens. They need Sim to come by so they can negotiate peace.	Science Facility	Visit venue and perform task.	Cash, Skill Boost
The Stand-in	The band called the Super Tonics is putting on a show tonight but their bassist is sick. Not to worry though, they play all songs in the same key. Does Sim want to fill in?	Cineplex	Visit venue and perform task.	Cash, Skill Boost
Walking Bass Line	The Sim Athlete's Association is holding a speed walking marathon but they need a walking bass line to keep them motivated. Can Sim go play?	Sports Stadium	Visit venue and perform task.	Cash, Skill Boost
SlapStick Humor	They're taping the theme song for a TV sitcom down at the movie set. It features the slap bass and a hurdy gurdy. Can Sim be the bassist?	Movie Set	Visit venue and perform task.	Cash, Skill Boost
Attend Masterclass	The famous bassist Koussesimsky is giving a master class today at the Cineplex. Maybe the Sim should consider attending. Getting feedback from a master will surely help Sim become a better bassist.	Cineplex	Visit venue and perform task.	Cash, Skill Boost
Buoyant Bass	The spa has flooded and they need to send in life rafts. Can Sim help out by using his bass as a flotation device?	Day Spa	Visit venue and perform task.	Cash, Skill Boost
Corporate Party	One of the companies at venue X is having one of those boring adult corporate parties. The employee in charge of entertainment is looking for a bassist whose playing can cancel out the droning of small talk. Do you want to play?	Business Center	Visit venue and perform task.	Cash, Skill Boost
Politicians' Debate	The Llama Lovers Activist Magisterial Administration Party is using the taxpayers' money to hold a debate at venue X. They hope to finally decide what instrument will represent their party and will ultimately play their anthem at every meeting. They've narrowed it down to the bass and the glockenspiel. Would you consider playing bass at the debate?	City Hall	Visit venue and perform task.	Cash, Skill Boost
Bassists in Public	The Bass Awareness Association heard you have recently taken up the instrument. Their main initiative is to make Sims aware of the bass and once aware to not make fun of it. They'd like Sim to go play the bass in public. Any tips he earns are his to keep.	Anywhere	Make §X playing bass.	Cash, Skill Boost
Bass Tipping	Tired of other Sims calling their instrument a cello or a screaming whale, bassists are taking it to the streets, playing on street corners and earning tips. The Bass Awareness Association is willing to match all the tips, as long as X amount of tips is made. Is Sim willing to participate?	Anywhere	Make §X playing bass.	Cash, Skill Boost

Band

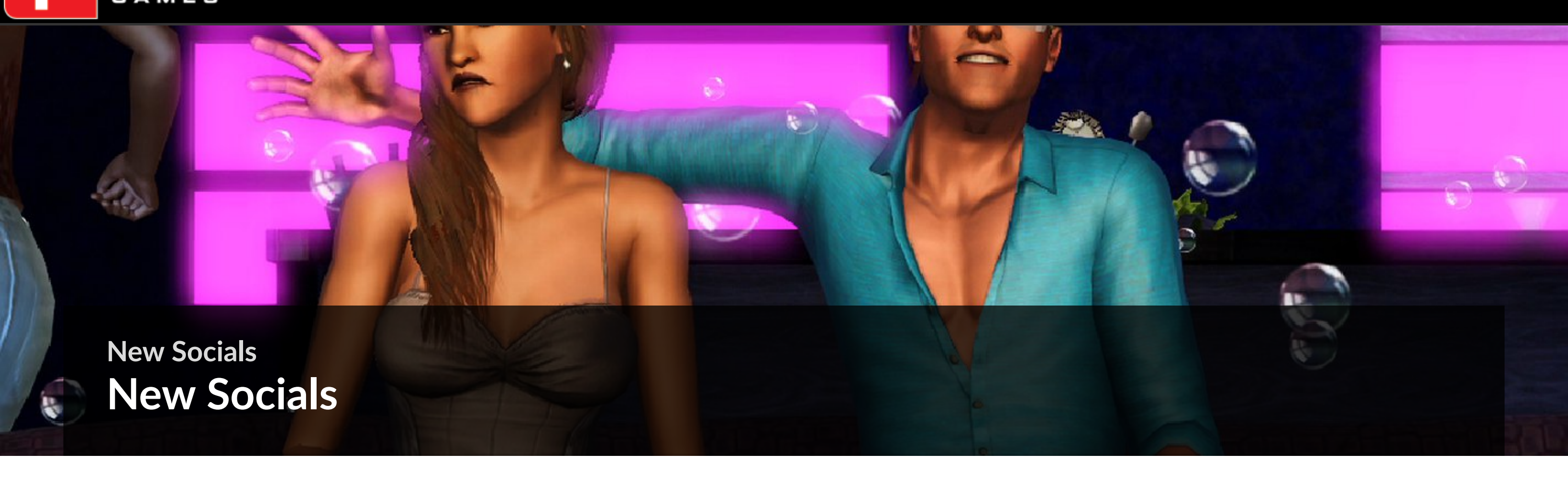
Opportunity	Description	Location	Requirement	Reward
Ensembly Challenged	After some consideration, Sim is willing to give your band a shot. He needs business to pick up, and figures it can't get any worse. Play X hours at the venue and get paid. Does Sim want to sign the band up for this?	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Band in a Bar (early afternoon)	Sim X has heard some good things about your band. Word is that they play in tune, look cool, and don't heckle the audience. It's a great opportunity to get paid and become better known. Does Sim want to sign up the band for this gig?	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost, Celebrity Points
Dive Bar Royalty	Your band is making it big. Sim X at the bar wants your band to play prime time. This is a great opportunity to get their name out there!	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Schmooze Set	Sim X shmoozed with the bartender at the venue and got your band a gig. If Sim accepts the gig, Sim X should receive a commission.	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
The Up-Beat	Sim magazine recently named venue X the most boring bar in town. In order to alleviate the situation, they're looking to have your band perform.	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Caffeinated Cacophonies	Customers at venue have been falling asleep on their stools, mumbling "Need live music." Sim X is commissioning your band to fulfill their need, ultimately making happy customers and publicity for your band.	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Matchmakers via Music	Sim X (Bartender) has a crush on Sim3. Sim3 is a huge fan of your band. Sim X is begging your band to play in hopes that Sim3 will show.	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
The Anti-Blues	The regular pianist at venue has gone a little crazy, playing only sad songs. Sim X is tired of crying and would like your band to play. Will Sim accept the gig?	Dive Bar	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Impress the Hipsters	Your band is getting opportunities to play at new venues, meaning Sims are talking about them. Sim X would really like them to play, hoping it will bring in a hip, young crowd.	Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
By Popular Demand	Your band is such a hit that regulars at venue are continually requesting them to the bartender. Sim X wants to know if Sim is interested in signing up the band.	Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Prime Time	Your band's fans are thinking of going elsewhere for entertainment if your band doesn't play more often at venue X. Sim X is hoping Sim will accept the offer.	Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
The Pressure's On	Sim magazine is reviewing venue X in its nightlife section and Sim X wants to impress the magazine. Having one of the coolest bands--your band--play could really help the review.	Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Dream Band	Owner loves music and always dreamed of having a place with live music. Help fulfill the dream.	Random Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Snob Mob	Snobby Sims have complained repeatedly to the bartender that there simply must be live music. Will your band appease the snobs by playing a gig?	Random Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Inflationary Improvisations	Owner has raised prices on menu and needs to convince clients that the prices are worth it. Live music should help.	Random Lounge	Play a gig for X hours at target venue. Report in to target Sim.	Cash, Skill Boost
Stage Presence	Sim X found an old book in their guitar case. It showcases the Sweet Moves and stage presence of some of the greatest musicians of all time. They'd like Sim to read it, pick out the good stuff, and report back on it.	Initator	Read book. Report in to target Sim.	Cash, Relationship with target
Variety Show	Bob Sullisim is taping a variety show at the Movie Set. They'd like your band to perform. This could be a huge opportunity for the band to make it big!	Movie Set	Attend event at the movie set.	Cash, Skill Boost
Half-time Honchos	It is safe to say that your band has made it in this world! Big Time Broadcasting corporation would like your band to play a super half time gala show at the stadium!	Sports Stadium	Attend event at the stadium.	Cash, Skill Boost
Rock Star Study	There's a rock concert tonight at the Cineplex featuring the Screaming Llamas. It might be in the best interest of your band to attend and learn from the greats!	Cineplex	Attend event at the Cineplex.	Cash, Skill Boost

Film Career

Opportunity	Description	Location	Requirement	Reward
Read X Book	Read book to improve career performance and then come back.	Movie Set	Read book and return to work.	Career Performance, Relationship with Boss
Learning Lines	Your Sim needs to read their latest script so they're ready to act. Read it and come back to work.	Movie Set	Read script and return to work.	Career Performance, Relationship with Boss
Script Review	Your Sim needs to review the latest script so they'll be ready to direct. Read it and come back.	Movie Set	Read script and return to work.	Career Performance, Relationship with Boss
Late Night Shoot	Looks like today's shoot is going a little long. Stick around and the boss will like it.	Movie Set	Stay late at work.	Career Performance, Relationship with Boss
Set Clean Up	Turns out the pie fight scene was messier than expected. Stick around and clean it up and the boss will like it.	Movie Set	Stay late at work.	Career Performance, Relationship with Boss
Teaching the Kids	The school would like your Sim to come teach an acting class at the school.	School	Teach acting class at school. Return to work.	Career Performance, Cash
Uncle Sim Wants YOU	The military would like your Sim to direct their newest recruitment commercial.	Military Base	Film commercial at military base. Return to work.	Career Performance, Cash
Emergency Interviewer	The local news station lost their cameraman and they need a replacement stat. Go to the business complex.	Business Center	Shoot interview at business complex. Return to work.	Career Performance, Cash
Celeb Cameo	The director really wants a local celebrity to cameo in their movie. Convince Sim X to do a cameo.	Celebrity Location	Convince target Sim to do a cameo. Return to work.	Career Performance, Relationship with Boss
State of the Union	The mayor of the town wants to give a state of the union address and wants to make sure it goes off without a hitch. Your Sim could run the production and make sure everything goes smoothly.	City Hall	Film State of the Union for the mayor. Return to work.	Career Performance, Cash
More Exposure	The boss thinks that it would really benefit your Sim's career if they got some more exposure. Gain a celeb level and come back.	Movie Set	Gain a Celebrity Level. Return to work.	Career Performance

Celebrity

Opportunity	Description	Location	Requirement	Reward
Tear Up The Dance Floor	Your Sim's agent thinks it would be good to get some exposure at a local dance club. Head down there and dance for at least 2 hours.	Dance Club	Dance at the dance club for 2 hours.	Cash, Celebrity Points
Drink Promotion	Your Sim's agent got a call from a local bar asking if your Sim would come down and try a new drink. It's on the house, and they'd be willing to pay.	Bar	Order special drink from target bar.	Cash, Celebrity Points
Networking Is Key	Your Sim's agent thinks your Sim could really benefit by befriending a local celebrity. Meet up with them and build a relationship.	Anywhere in town	Become friends with target.	Celebrity Points
Best Food In Town	Sim's agent got a call from local restaurant, asking if your Sim would endorse them. Your Sim should probably go try the food first.	Bistro	Eat meal at bistro, then recommend it.	Cash, Celebrity Points
Celebrity Body	Agent thinks your Sim could use some time at the gym to stay beautiful. Work out for X hours.	Gym or home	Work out for X hours.	Celebrity Points
Business Model	The local corporate office would really like your Sim to record a radio commercial for their new product. Go to the business building and record the commercial.	Business Center	Record commercial at business center.	Cash, Celebrity Points
Make-A-Wish	The kids at the hospital would really love it if your Sim could go down and cheer them up. Your Sim won't make any money, but it will make them more famous.	Hospital	Candy-stripe at the hospital.	Celebrity Points
Save Latin	Your Sim's charity has given a large sum of money to the local school to save the Latin program. They'd love it if your Sim could present the comically oversized check to the superintendent.	School	Present charity check to school.	Celebrity Points
Authorized Biography	A writer has recently completed a biography about your Sim and would really appreciate it if you could come to a book signing. He's willing to pay a hefty sum.	Bookstore	Sign books at the bookstore.	Cash, Celebrity Points
Surprise Cameo	A local filmmaker would love it if your Sim would do a surprise cameo for their latest movie.	Movie Set	Film scene at the movie set.	Cash, Celebrity Points



New Socials

New Socials

New socials are added to the mix, increasing the number of conversation options available to your Sims.

All the original socials from The Sims 3 are still available, but a new set of socials is added to the mix so your Sims have even more to gab about—and more avenues for building relationships.

Some socials are related to celebrity status or skills. Others are available depending on career choices or an encounter with a vampire.

Use this chart of socials added to Late Night to help guide your conversations. Here is how the chart breaks down:

Social: Name of social as seen in the Conversation menu

Commodity: Commodity associated with the social

Actor/Target Age: Ages in which the social is applicable

C = Child
T = Teen
Y = Young Adult
A = Adult
E = Elder

Social Available When?: What prompts the use of the social

Required Trait: Social is only available when Actor has this trait

Social Encouraged by Trait?: Social is potentially more "powerful" due to Actor's trait

Social	Commodity	Actor Age	Target Age	Social Available When?
Quit Band	Insulting	YAE	YAE	Actor is a menber of a band
Ask To Join Band	Friendly	YAE	YAE	Target has at least one point instrument skill
Kick Out Band Member	Insulting	YAE	YAE	Target is in the band
Thank For Free Drink	Friendly	YAE	YAE	Thank drink-buyer for free beverage at bar
Order A Drink For	Friendly	YAE	YAE	Order a drink for target Sim
Ask for Advice	Friendly	YAE	YAE	Target is butler
Ask for Massage	Friendly	YAE	YAE	Target is butler
Ask to Cook	Friendly	YAE	YAE	Target is butler
Dismiss	Insulting	YAE	YAE	Target is butler
Fire	Insulting	YAE	YAE	Target is butler
Bouncer Ask To Get In	Neutral	YAE	YAE	Target in bar/club bouncer
Drink	Neutral	YAE	YAE	Actor is vampire
Offer To Turn	Neutral	YAE	YAE	Actor is vampire
Ask To Turn	Neutral	YAE	YAE	Target is vampire
Try to Impress	Friendly	YAE	YAE	Target is celebrity
Impress - Name Drop	Friendly	YAE	YAE	Target is celebrity
Impress - Talk about Skill	Friendly	YAE	YAE	Target is celebrity
Impress - Talk about Career	Friendly	YAE	YAE	Target is celebrity
Impress - Talk about Wealth	Friendly	YAE	YAE	Target is celebrity
Ask for Autograph	Friendly	TYAE	TYAE	Target is celebrity
Take Cellphone Picture	Friendly	TYAE	TYAE	Target is celebrity
Talk about Film Career	Friendly	YAE	YAE	Actor is in Film career
Talk about Mixology	Friendly	YAE	YAE	Actor has started developing Mixology skill
Talk about Piano	Friendly	TYAE	TYAE	Actor has started developing Piano skill
Talk about Bass	Friendly	TYAE	TYAE	Actor has started developing Bass skill
Talk about Drums	Friendly	TYAE	TYAE	Actor has started developing Drums skill

Relationships and Socializing

Relationships unfold similarly to those in the real world. How you treat other Sims is the biggest metric in your overall relationship with them.

If you insult another Sim, expect them to get upset in the immediate conversation and for that to have a lasting effect on your relationship.

Conversely, a constant stream of support or praise will boost the immediate interaction and lead to a longer-lasting positive relationship

Developing a successful romance means spotting whether the other party is receptive to your advances and knowing when to cool your jets.

The social structure of The Sims 3 is not navigated with obvious metrics. There is a touch of mystery in conversations that makes socializing more organic.

You need to consider the current attitude of the Sim in the conversation, often referred to as the Target. (Your current Sim is known as the Actor.) That attitude affects the long-term status of your relationships with different Sims.

Let's detail some basic concepts that will assist in understanding how relationships work, including long-term relationship (LTR), short-term context (STC), and commodities.

Understanding these three factors is the key to brushing back some of the mystery of social interaction.

Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the time during which a conversation is taking place. LTR essentially describes the way two Sims view each other at a given moment.

Every Sim outside the family starts out as a Stranger. Once initial contact is made, the LTR moves up to Acquaintance and can never fall back into Stranger.

However, Acquaintance is the proverbial fork in the road. From here, the LTR can blossom into friendship or deteriorate into rivalry.

The LTR is visually measured by the bar below the portrait of the Sim you are conversing with. If the relationship develops in a positive manner, the right half of the bar fills.

Positive relationship status is noted with green. If the relationship is souring, that meter empties back out and can even dip into the left side, which is red. The red bar denotes a negative LTR.

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory.

Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with. How to achieve the different LTRs is explained in the Friendships (and Enemies) section of this chapter. The LTRs are:

LTRs
Stranger
Acquaintance
Disliked
Distant Friend
Friend
Good Friend
Best Friend
Best Friends Forever (teens only)
Romantic Interest
Ex-Spouse
Ex
Enemy
Old Enemies
Partner
Fiancée
Spouse

Short-Term Context (STC)

Short-term contexts are what a Sim thinks about the other Sim in the course of the current conversation, not as an LTR. The STC is displayed in the conversation box in the screen's upper-left as the conversation unfolds.

For example, the box may say that "Jenny thinks Sasha is being amusing." STC is affected by the kind of socials used in a conversation. The STCs are:

STCs
Dull
Drab
Insufferably Tedious
Odd
Creepy
Frightening
Very Scary
Impolite
Insulting
Unforgivably Rude
OK
Friendly
Very Friendly
Amusing
Funny
Hilarious
Flirty
Seductive
Hot
Awkward
Very Awkward
Steamed

Not all STCs are symmetrical. One Sim can have a totally different impression of a conversation than the other. The only symmetrical STCs are those associated with friendly, funny, amorous, and steamed.

It is very possible that Jenny could think Sasha is being Dull while Sasha does not.

STC also modulates the way socials are accepted. Instead of just hot and cold, STCs temper reactions. Depending on your LTR and STC, you can see different degrees of reaction to a social.

Trying to kiss a Sim on the cheek in the context of the Flirty STC will be a lot more successful than the Friendly STC. The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

Commodity

So, each STC is associated with a commodity? What's a commodity? Think of these as the general categories a social or STC falls under.

They are based on specific emotions we all feel, such as awkwardness or love. Use the commodity of a social to inspire an STC, which in turn affects the overall LTR. The seven commodities are:

Commodities
Boring
Creepy
Insulting
Friendly
Funny
Amorous
Awkward
Steamed

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

Decay and Normalizing

Relationships do not operate under inertia. They decay over time if not tended to, even if that time period is as short as 24 hours. This is why regular socializing is so important.

Decay is not necessarily a negative slide. While positive relationship can indeed decay into mere Acquaintance, a negative relationship can normalize into the far more desirable Acquaintance. (Apparently Sims don't keep grudges quite like we do.)

Decay can be slowed by something as simple as a phone call.

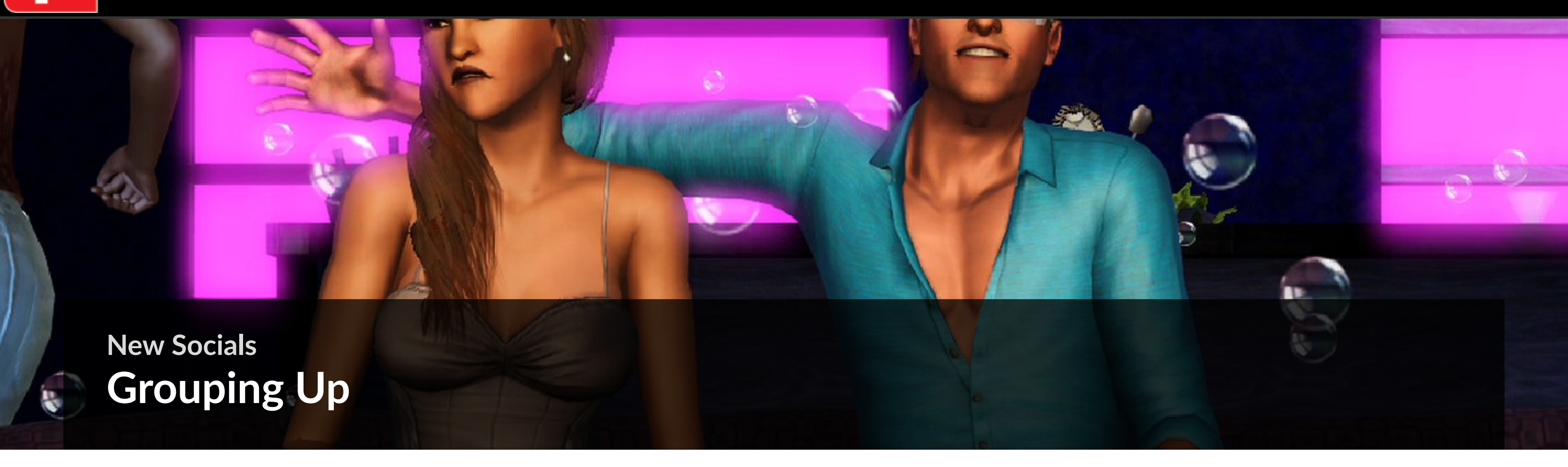
As mentioned, the STC of a conversation contributes to LTR decay. These commodities dictate the decay. The amount of decay is also determined by the LTR itself.

An LTR above zero, which starts heading toward positive territory, will have a different amount of decay from a specific STC/commodity than a negative LTR, which is below zero. No hard math onscreen shows the numerical value of an LTR, but you can sort of eyeball it.

Here's an example of how this decay works: Jenny and Sasha are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Jenny and Sasha have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to familial relationships, such as father or wife.

However, the bonds of plasma are far deeper than those of friends, so it takes a lot more to adversely affect a familial relationship. Not that it cannot be done. You can absolutely sour a familial relationship with Insulting socials.



Grouping Up

One big change in Late Night is the ability for Sims to group up and hang out together while touring Bridgeport. This is a cool way to be social with several Sims without having to manage individual invites or relationships.

To start a group, you need at least one Sim with an acquaintance-level relationship. Click on that Sim and choose the Form Group interaction.

If the target of the invite accepts, they join the group. Alternately, you can use your mobile phone (found in the Inventory tab of the Status Panel) to Invite Out other Sims, which also encourages them to join the group.

You can also use the phone to invite multiple Sims at the same time to join a group. If one of the invitations is declined for whatever reason, a brief message pops up telling you which Sim could not make it out.

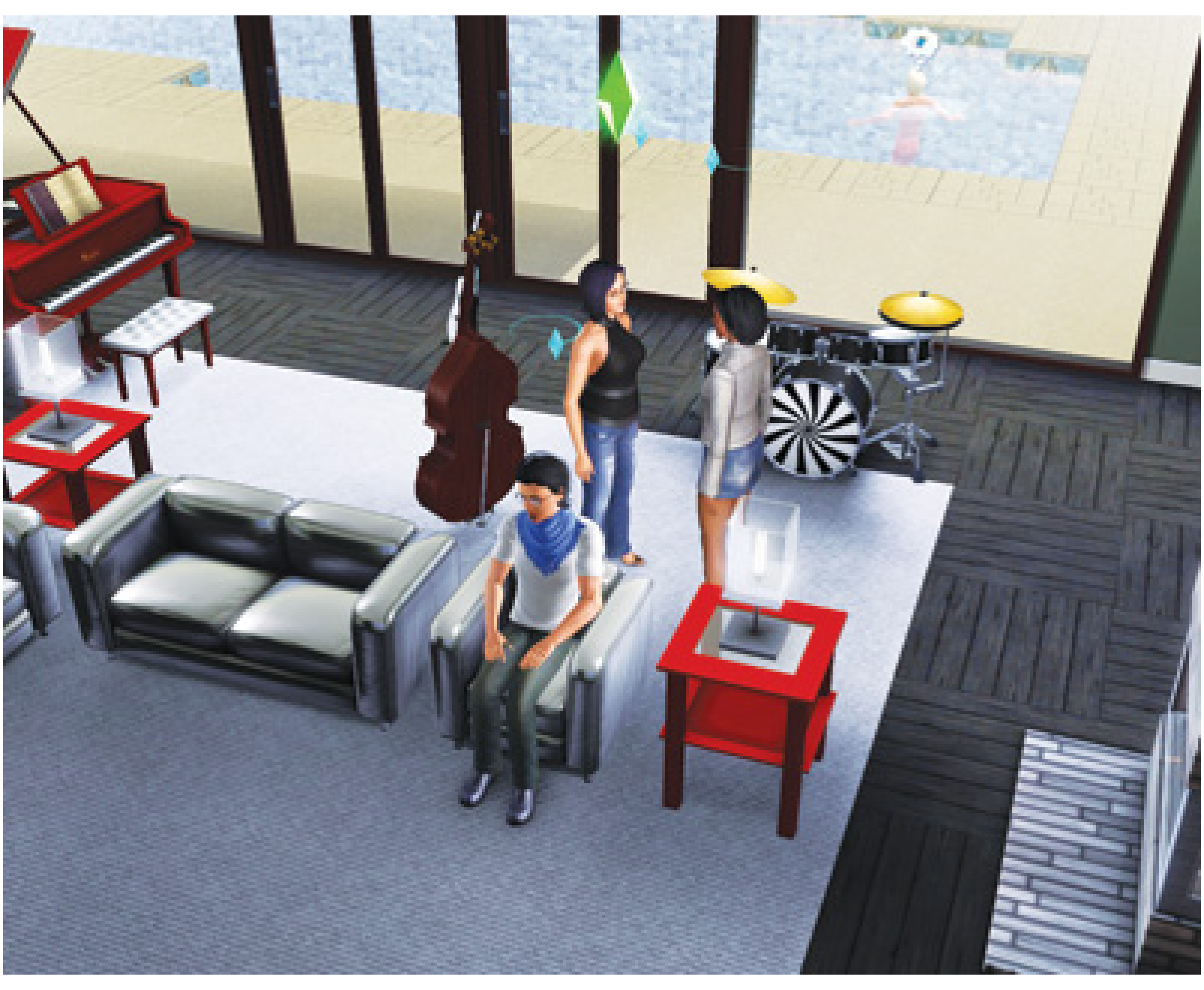
When Sims are invited to join a group, they report to the lot or venue with the inviter.

Note

You can have only one active group at a time. You cannot organize multiple groups.

Note

If you invite Sims to a group while you are home, any Sim joining the group is automatically allowed to enter the premises without a formal greeting.



Sims in a group are noted with a special mini plumb bob over their heads.

Alright, the group has, well, grouped up. Now what? Now it's time to lead this group to a night out on the town. It's important to note that Sims in a group are more inclined to go to Fun or Social activities, such as a flick at the cineplex or a ballgame at the stadium.

Groups also love to go to bars and clubs. If you do an activity that costs Simoleons, you are only responsible for the Sims in your group that you actively control.

If you keep the good times rolling, your relationship with the Sims in that group improves. However, if the night ends badly, your relationships can take a hit.

Caution

Computer-controlled Loner Sims do not want groups larger than two Sims. If you attempt to add a third, the Loner will immediately leave the group.

Tip

Now, you can also start a romantic group with just one other Sim. If you have a romantic relationship with a Sim, grouping up can improve the quality of that potential romance.

While in a group, Sims will visit with each other. Unless you direct your active Sim's socials, they too will automatically socialize with other Sims, but keep it strictly friendly.

However, there is a chance for romance to blossom from within a group. If a Sim in the group is Flirty or Inappropriate, there is a high chance they will use a romantic social on somebody in the group.

However, even if these romantic socials are started, it will not get anywhere beyond the flirty stage without your direct input.

If your Sim becomes involved in a romantic convo with another Sim in the group, you will see this message: "This is starting to get a little hot, maybe we should end the party and get more personal?"

At this point, you can decline the romance and revert everything back to friendly socials. But if you accept, the group will disband because your public displays of affection change the dynamic of the scene.

That said, Inappropriate Sims will likely hang around because they aren't fazed by things like that.

Note

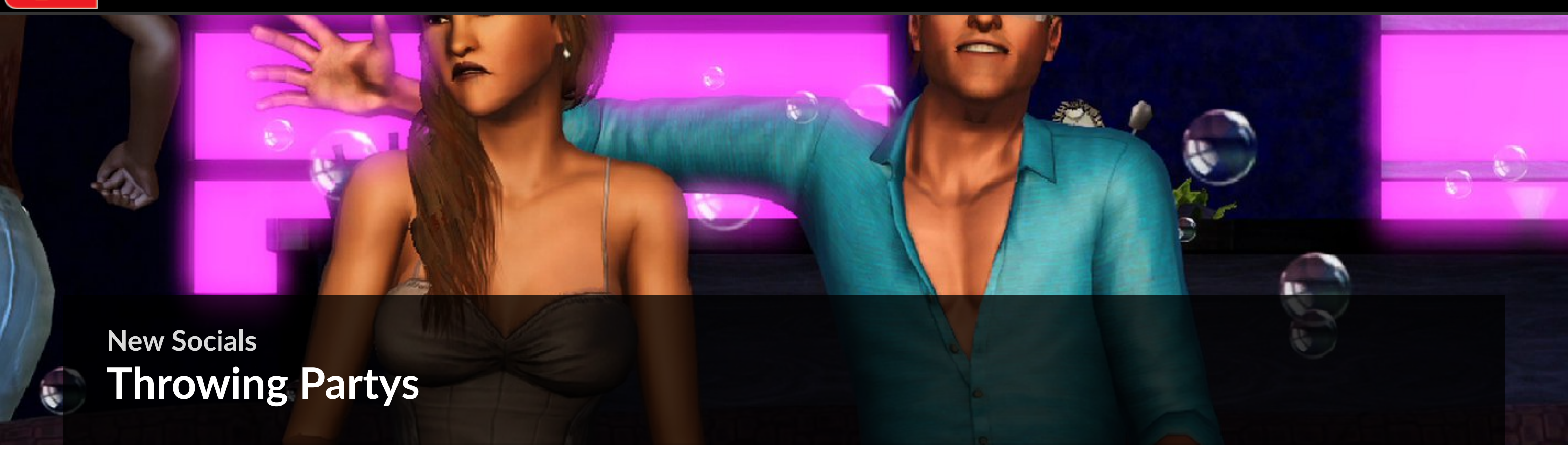
If Sims you do not control get into an argument or have a bad conversation, one may exit the group on their own. Non-player controlled Sims can also leave a group if they grow to be very tired or discover they have to go to work soon.

Eventually, the group has to disband. Things like work or exhaustion tend to break up groups. Now, you can use Ask to Leave Group on specific Sims to thin the herd, but if you just need to leave, select your Sim and choose Quit Group.

You can also scatter the group entirely by choosing the Disband Group interaction on your Sim.

Note

Party Animal Sims ignore calls to go to work to remain with the group.



Throwing Partys

Gathering Sims for a party every once in a while is a great way to improve your relationships or fulfill a party-related wish. To throw a party, you choose the Throw Party interaction from the Telephone menu.

Once you have the Party menu onscreen, you can designate the invitees, type of party, time of party, and dress code.

There are five types of parties in Bridgeport:

House Party: The house party is just a nice occasion for friends to come together and socialize.

Wedding: A wedding party is an occasion for celebrating the impending marriage of two Sims. Sims can either get married at a wedding party or have a private ceremony.

Funeral: If a Sim has died, family members can have a wake at a lot to get together and mourn the dead. This is a lot like a house party, but many of the social interactions are based around remembering the deceased, such as Talk Highly About.

Birthday: When it is time to make an age transition, throw a birthday party. Birthday parties are like house parties, but with a birthday cake that causes the Sim being honored to age up.

Campaign Fundraiser: This party is very similar to a house party, but it is only available to Sims in the Political career. Campaign fundraisers are formal parties where, if successful, Sims do not get relationship boosts, but donate cash to a campaign fund.

When you choose to throw a party, expect to see your guests start arriving right around the designated time. (Thankfully, you get a warning an hour before the party starts.)

Before guests arrive, make sure your lot is clean, provide plenty of food, and extend some form of entertainment.

For entertainment, you can have objects around your house like a guitar or drums, party balloons, or videogame system for guests to play with when not being wowed by your social skills. Fun objects increase the likelihood that a party will be a success.

Will everybody you invited show up? It's possible—that depends on your long-term relationships with the Sims you invited and whether or not any of them have to work.

Sims will not come to a party if it takes place during their designated work shift. There is a chance they will show up after work, though. Some Sims will even bring presents.

If a Sim brings a present to the party, a note will pop up and tell you what was brought.

Brownie Bites

You can invite celebrities to your parties for certain bonuses. If a celeb shows up at your party, there is a greater chance the event will be a big hit, which results in relationship boosts with all attendees.

Inviting celebrities also increases the chance that other celebs will hear about your party prowess. That's a chance that word will get around and the next time a celebrity in Bridgeport throws their own party, you'll get an invite.

Once the party is under way, you need to manage it in order for it to be a success. Make sure that food is out and is plentiful.

Late Night offers a new interaction with food that helps make sure your guests are sated. The Bring To interaction allows you to serve food and drinks to specific guests (as long as the guests are of age).

This interaction is never rejected, so don't worry about hurting a relationship by offering another Sim something to nosh on during your party.

Be sure to socialize! Talk to your guests so they feel welcome. Mingle and move around. Be positive. Late Night introduces a new series of socials to use during parties, turning you into a matchmaker for other Sims or coaxing them to have a good time.

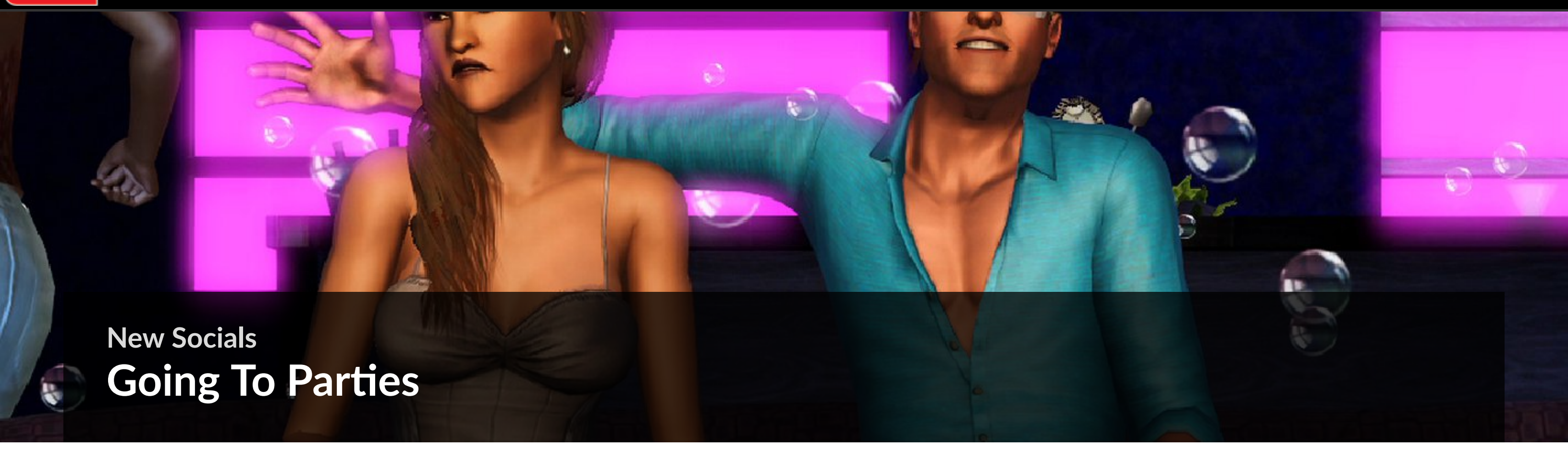
For example, you can use the Talk To and Dance With socials to get two Sims (not your active Sim) to hopefully interact. You cannot use a romantic suggestion on Sims without feelings for each other.

Caution

You cannot encourage blood relatives to hook up. Ew!

When the party finally draws down and Sims file out the front door, it's time to find out if the party was a success. If Sims left your party because they thought it was lame, you get no benefit and suffer the Threw a Lame Party moodlet.

If the Sims liked your party, you get relationship boosts with all attendees and enjoy the Threw a Great Party moodlet.



New Socials

Going To Parties

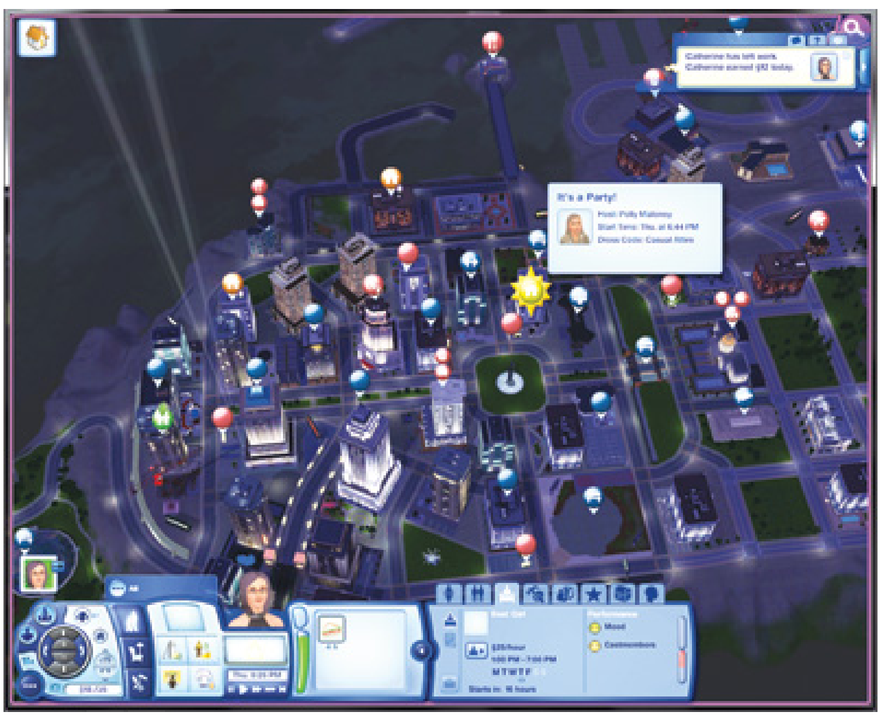
One big new feature in Late Night is the arrival of parties thrown by Sims you do not control. Because Bridgeport is such a party scene, multiple parties are thrown every week by citizens.

Will you be invited to all of them? Not at the beginning, no. But as your celebrity increases around town, the number of invites will eventually increase until you pretty much have to start turning them down.

When you are invited to a party, a message appears onscreen telling you the details for the shindig.

The Sim throwing the party is identified, the type of party is explained (which includes a dress code—maybe you'll be invited to a beach-themed party where you wear swimwear!), and the time of the party is detailed.

If you accept the invite, you get a notice one hour before the party starts that the event is about to happen.



Active parties are noted on the map. Look for yellow icons over lots that indicate the party location. Click on the party to attend. Your Sim heads for the party as soon as they complete their current action.

Once you arrive at the party, get in there and mingle, Parties are great social situations for meeting other Sims, sucking up to celebrities (especially if you are just starting out), or boosting your own celeb status.

If you are in a group when you go to a party, the entire group comes with, which really stacks the joint with bodies.

One thing to remember about parties: They end. When a party winds down, you really should be a polite guest and make for the exit. If you were a good guest, the host thanks you and it's likely you will be invited to the next get-together.

If you were a real jerk at the party, the host is more than happy to see you depart. If you don't leave at all, you lose a little bit of relationship with the host. So don't be a boor, head for the door.

Brownie Bites

Guess what? You will not be invited to every party. That's life. But if you discover a party under way in the city that you want to attend anyway, you can crash it!

I love crashing parties in Bridgeport to see how people react. Use the Crash interaction on a party you were not invited to and then wait to see what happens.

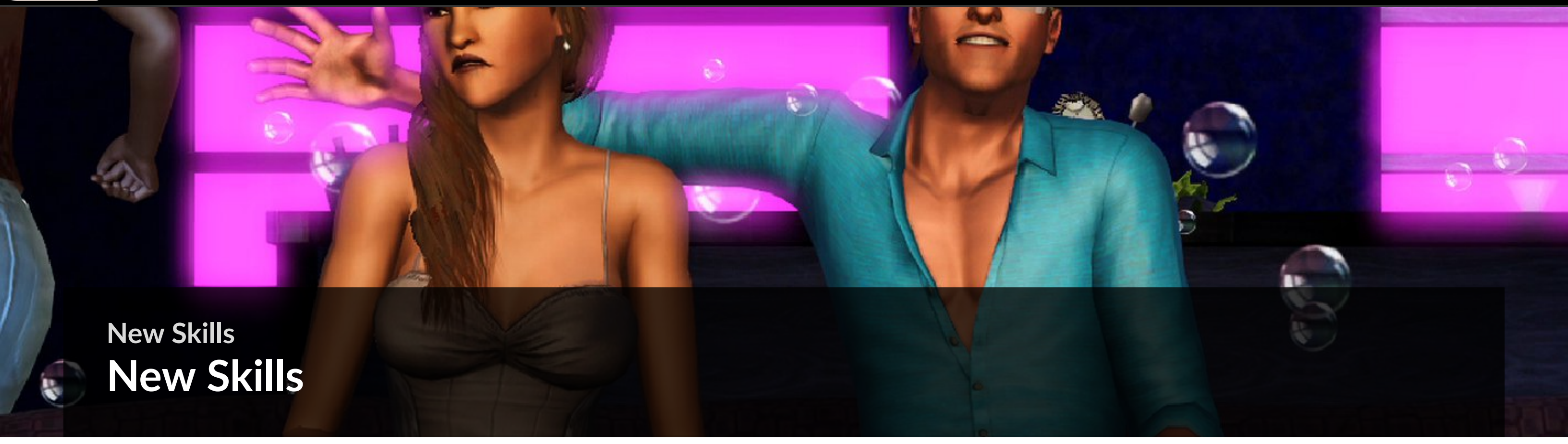
Sometimes you breeze through the front door and nobody skips a beat. Great. Get some eats and start chatting the place up. See if there's a celebrity on hand you can impress.

However, when you do get caught crashing a party, the party host has a royal fit. The host runs interference and ejects you from the party.

If you were in a group, the entire group is sent out of the premises and, while the party doesn't stop, you can no longer choose Crash on that particular party.

Tip

Party Animal Sims are never denied entrance to a party.



New Skills

Late Night introduces four new skills for your Sims to develop and master: Mixology, Piano, Drums, and Bass.

The latter three skills perfectly complement the existing Guitar skill, allowing you to form bands and pursue a side career in music performance for fun and money.

The Mixology skill ties into the all-new bar scene in Late Night, which is a major part of going out and having a good time.

These new skills are useful not just to give your Sims something to do when not pursuing traditional careers like Law Enforcement or Military.

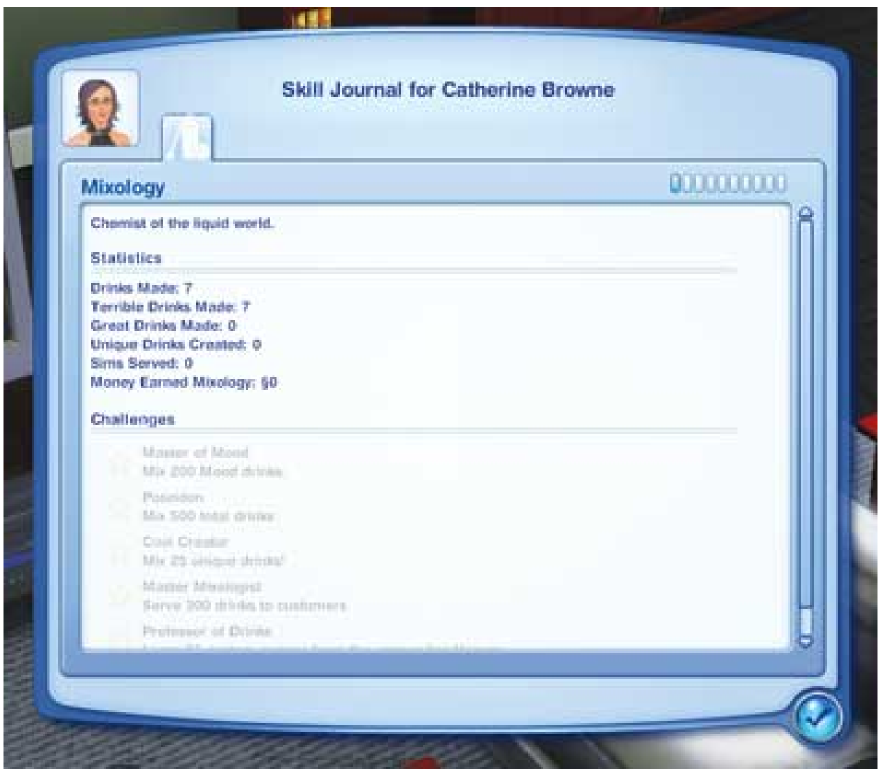
They also affect your Sims' personalities (fame becomes those who perform on stage or behind the bar) and give them additional subjects to talk about in conversations.

The Skill Panel is an easy place to track your Sims' skill levels. Any skill the Sim has learned appears in the Skill Panel. A meter next to the skill shows the Sim's level.

Move the cursor over the meter to see how close the Sim is to the next level. Click on the page to the right of each skill measurement to read the Skill Journal.

The Skill Journal offers a detailed look at that specific skill, such as how long the Sim has been working at the skill and how many of a certain object/item related to that skill the Sim has made.

The Skill Journal also displays skill-specific challenges associated with that skill. Challenges are requirements that, when met, result in improved results or financial rewards for activities related to that skill. Each skill challenge is associated with a title.



Skill Journal for Catherine Browne

Mixology

Chemist of the liquid world.

Statistics

Drinks Made: 7
Terrible Drinks Made: 7
Great Drinks Made: 0
Unique Drinks Created: 0
Sims Served: 0
Money Earned Mixology: §0

Challenges

Master of Mood
Mix 200 Mood drinks
Poseidon
Mix 500 total drinks
Cool Creator
Mix 25 unique drinks!
Master Mixologist
Serve 300 drinks to customers
Professor of Drinks

Use the Skill Journal to track progress on a skill and look at any skill-specific challenges.

Use these tips to speed skill development:

Sims in a good mood develop a skill slightly faster.

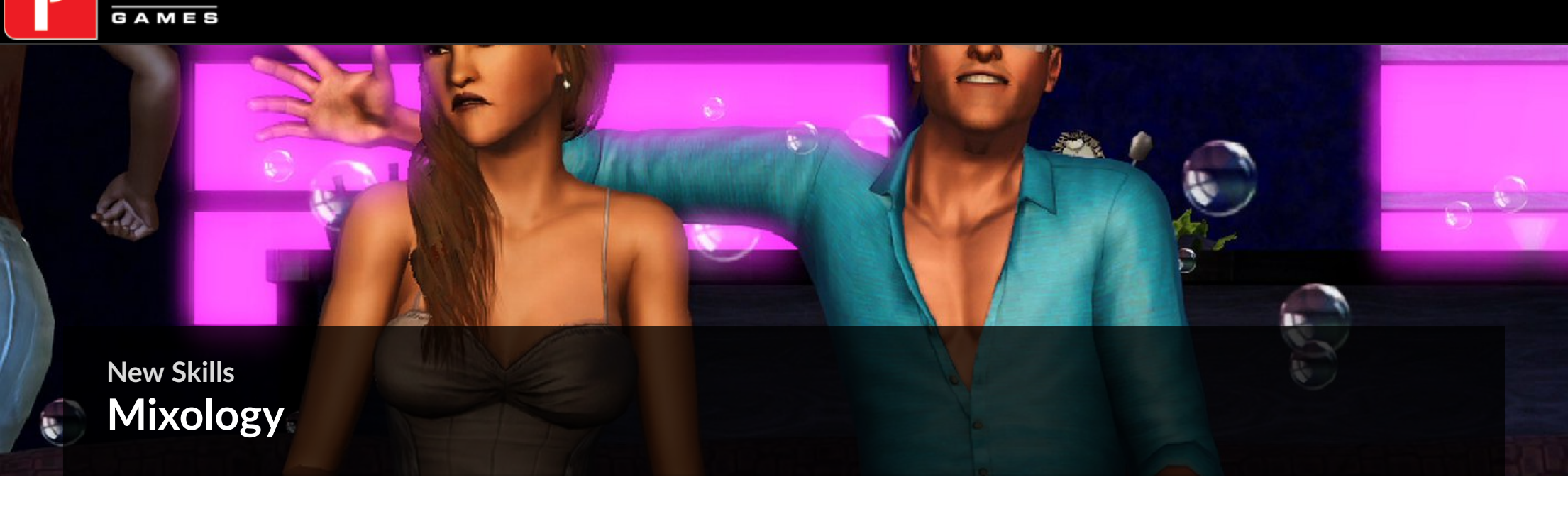
Expensive equipment does help develop a skill. The cheap bar suffices for first developing the Mixology skill.

But as you get into the top half of the skill, you really should splurge on a better bar for practicing at home. Besides, it'll come in handy when you throw parties.

Use community equipment when just starting out to save a little cash. You can use bars at some of the dives for free while visiting the establishment. The same goes for the instruments in certain lounges and bars.

Unless you feel pressed for time to start developing a new skill, save books on the subject for skill levels higher than 2.

Reading a book reduces the amount of time needed to attain the next level—within reason. Reading the beginner's level skill book for Mixology is not going to do you a tremendous amount of good when working toward level 9.



New Skills

Mixology

The art of Mixology occurs at the intersection of refreshment and entertainment. A well-trained mixologist can wow a crowd with not just a great beverage, but also a great show.

Spinning bottles, tossed tumblers, fiery concoctions—it can turn a fun evening out into a fantastic one. But it all starts with the simple act of pouring together two things from different bottles in hopes of making something special.

Acquire by: Making drinks at a bar, reading Mixology book, take Mixology class

Development tools: Bar, books, moonlighting at bar

Development Benefits

Mixology is a great new skill that fits perfectly with the club scene of *Late Night* . Sims who master Mixology can slide behind a professional bar either at a club or at home and whip up some impressive beverages.

Drinks not only refresh, but also affect mood. But it takes time to get from the simplest concoction to a mood-bending bev.

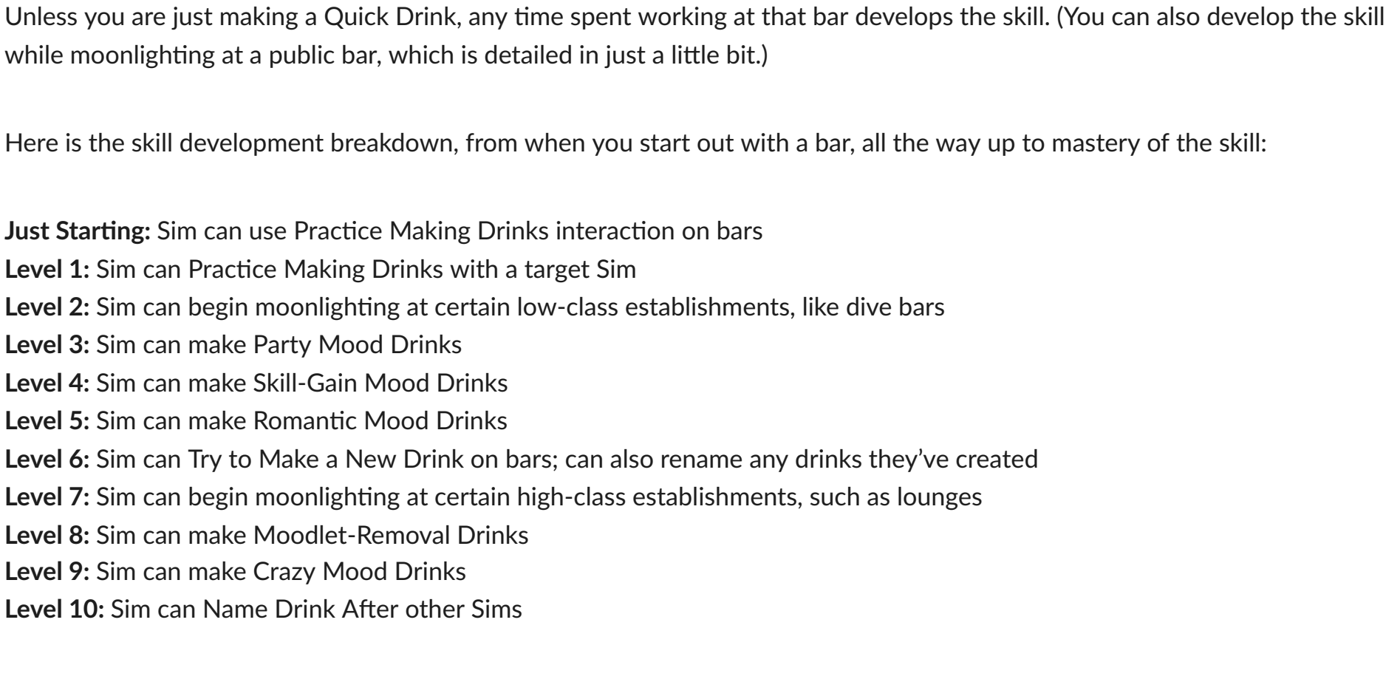
The easiest way to begin learning this skill is either to attend a class at the local bistro, pick up the entry-level Mixology manual at the bookstore, or just find an empty bar and start practicing drinks.

Note

You do not always have to make something fancy at a bar. You can use the Make Quick Drinks interaction on a bar to whip up something simple, just like grabbing a Quick Snack from a fridge. The drink fulfills a Need, but does not cause any moodlet.

Tip

There are three Mixology books. The first book can be read right away. Improve Mixology Vol. 2 requires level 3. Improve Mixology Vol. 3 requires level 6. Use books to jump-start the drive to the next level of the skill.



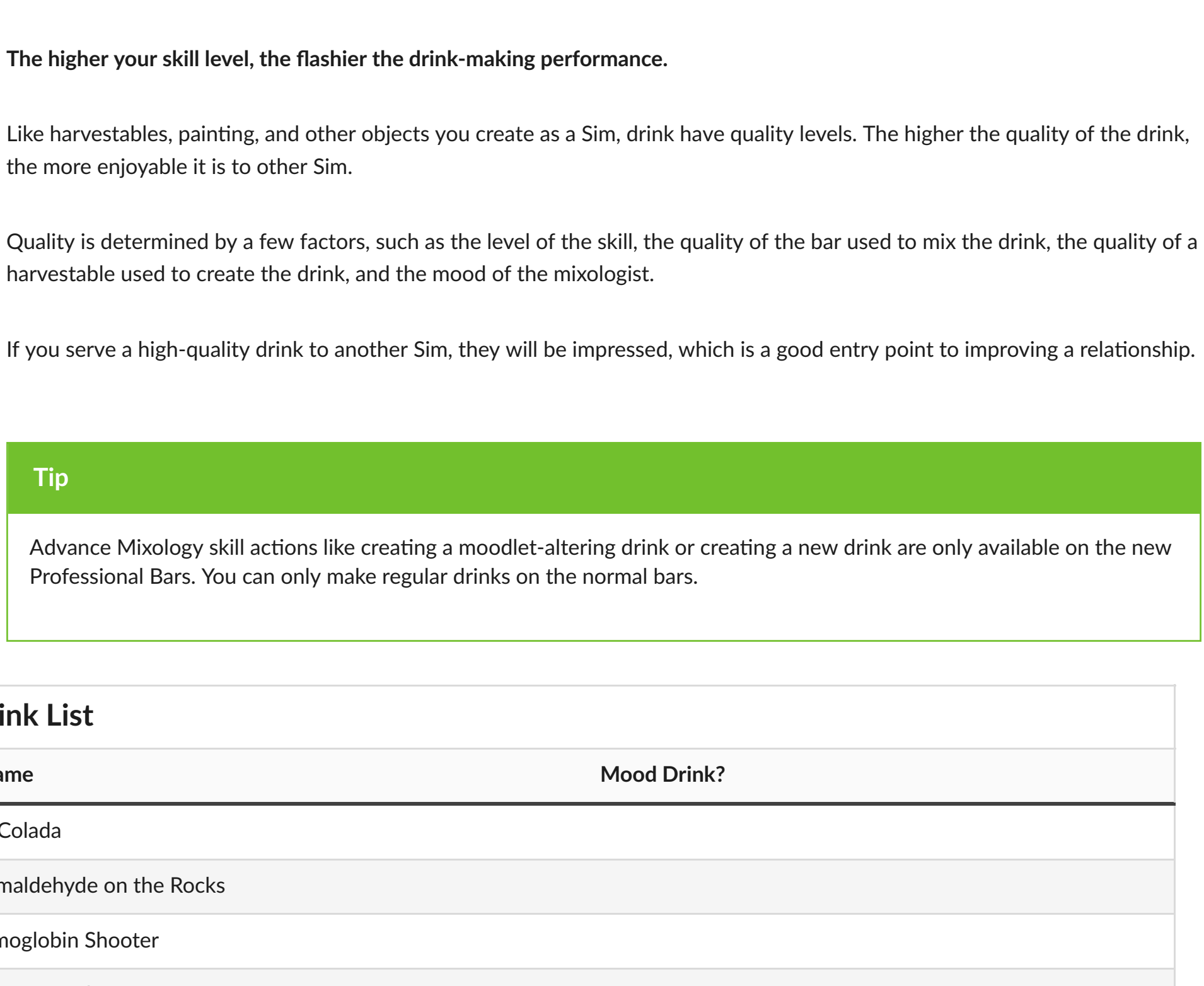
Bars aren't cheap, but they are critical for developing this skill at a reasonable rate.

If you are serious about Mixology, it's smart to invest in a bar object for the household. There are a number of bars, ranging from cheap all the way up to professional-grade bars you would find at a high-class club.

Unless you are just making a Quick Drink, any time spent working at that bar develops the skill. (You can also develop the skill while moonlighting at a public bar, which is detailed in just a little bit.)

Here is the skill development breakdown, from when you start out with a bar, all the way up to mastery of the skill:

Just Starting: Sim can use Practice Making Drinks interaction on bars
Level 1: Sim can Practice Making Drinks with a target Sim
Level 2: Sim can begin moonlighting at certain low-class establishments, like dive bars
Level 3: Sim can make Party Mood Drinks
Level 4: Sim can make Skill-Gain Mood Drinks
Level 5: Sim can make Romantic Mood Drinks
Level 6: Sim can Try to Make a New Drink on bars; can also rename any drinks they've created
Level 7: Sim can begin moonlighting at certain high-class establishments, such as lounges
Level 8: Sim can make Moodlet-Removal Drinks
Level 9: Sim can make Crazy Mood Drinks
Level 10: Sim can Name Drink After other Sims



The higher your skill level, the flashier the drink-making performance.

Like harvestables, painting, and other objects you create as a Sim, drink have quality levels. The higher the quality of the drink, the more enjoyable it is to other Sim.

Quality is determined by a few factors, such as the level of the skill, the quality of the bar used to mix the drink, the quality of a harvestable used to create the drink, and the mood of the mixologist.

If you serve a high-quality drink to another Sim, they will be impressed, which is a good entry point to improving a relationship.

Tip

Advance Mixology skill actions like creating a moodlet-altering drink or creating a new drink are only available on the new Professional Bars. You can only make regular drinks on the normal bars.

Drink List

Name	Mood Drink?
Oil Colada	
Formaldehyde on the Rocks	
Hemoglobin Shooter	
Spline Reticulator	
Flaming Waylon	Party
Hogan's Deep-Fried Juice	Energy
Bad Referee	
Winning Streak	Negative Moodlet Removal
Naughty Cheerleader	Romantic
Cherry Casanova	Romantic
Stomach Churner	
Saucy Sicilian	Party
Shillelagh	Energy
Tombstone Tipple	
Big Mistake	Crazy
Morcubus Molotov	
Kneecapper	
Llama Head	Party
Baby Candy	Energy
Feng Shui Fountain	
Sapphire Samurai	
Kozui Kooler	
Sakura Shoji Sweetness	Party
Zen Zinger	Energy
Kyoto My Heart	Romantic
Liquid Courage	Energy
Black Mood	
Fallen Angel	Romantic
Deep Despair	
Deathflower Drops	Crazy
Red Water	
Sanguine Slush	Romantic
Plasma Punch	
Rehydrant	Negative Moodlet Removal
Ectoplasmic Residue	
Dissolved Sand	
Aristocratic Gimlet	Party
Simoleon Sunrise	Negative Moodlet Removal
Vera's Glass of Sass	Energy
Pom Passion	Romantic
Simsmapolitan	
Starry Sea	
KTHXBYE	Crazy
Neon Breeze	Party
Glow Goo	Energy
Spotlight Polish	Party
Melted Snowman	Negative Moodlet Removal
Alien Brain	Skill Gain
Flaming Flotsam	Party
WooHoo on the Beach	Romantic
Barnacle Breeze	
Tropic Twister	Energy
Carribbean Cooler	
Pink Bunny	
Purple Gnome	
Rock Roller	Party
Band Slam	Energy
Fan Fizz	
Buckwheat Shooter	Energy
Muscle Protein	
Cleanser	Negative Moodlet Removal
Dark Energies	
Falling Forever	
Party Popper	
Sweet Hijinks	
Bio-Booster	Skill Gain

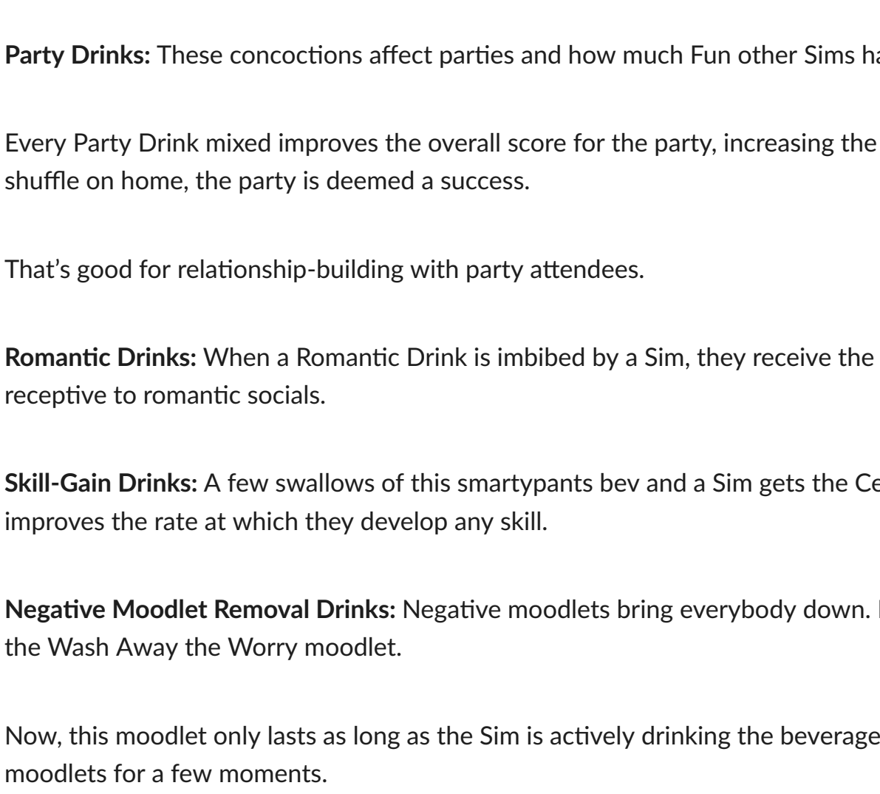
Tip

Do you have *World Adventures* installed? If so, you can stock bars with nectar, the bottled elixir originally found in France.

Note

Be sure to check out the Tour of Bridgeport to learn all about the local club scene, which explains the differences between the different bars.

Mood Drinks



Once you reach level 3 of this skill, you learn how to create your first Mood drink: Party Drinks. There are multiple types of Mood drinks, which can imbue a target Sim (or yourself) with a specific moodlet.

Like all drinks, Mood drinks have varying degrees of quality, affected by the mixologist's mood, skill level, and the number of times they have prepared the specific drink before.

(This is very similar to making dishes with the Cooking skill—the more you do something, the better you get at it.)

Party Drinks: These concoctions affect parties and how much Fun other Sims have at them.

Every Party Drink mixed improves the overall score for the party, increasing the chance that when it's finally time for guests to shuffle on home, the party is deemed a success.

That's good for relationship-building with party attendees.

Romantic Drinks: When a Romantic Drink is imbibed by a Sim, they receive the In the Mood moodlet, which makes them more receptive to romantic socials.

Skill-Gain Drinks: A few swallows of this smartypants bev and a Sim gets the Cerebral Boost moodlet, which temporarily improves the rate at which they develop any skill.

Negative Moodlet Removal Drinks: Negative moodlets bring everybody down. But when this cocktail is sipped, a Sim receives the Wash Away the Worry moodlet.

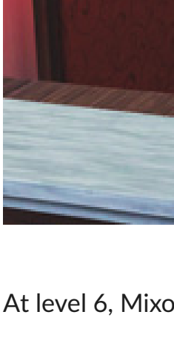
Now, this moodlet only lasts as long as the Sim is actively drinking the beverage, but at least it removes the effect of negative moodlets for a few moments.

Energy Drinks: Flagging Energy bringing your Sim to a grinding halt? Put an Energy Drink in their hand. This hip sip gives them the Wide Awake moodlet, which has the same effect as taking a nap.

Crazy Drinks: This is a fun beverage to create and serve. It encourages imbibers to do silly, insane stuff thanks to the effects of the Going Wild moodlet. While under the effect of the moodlet, the Sim has a lot of fun.

Brownie Bites

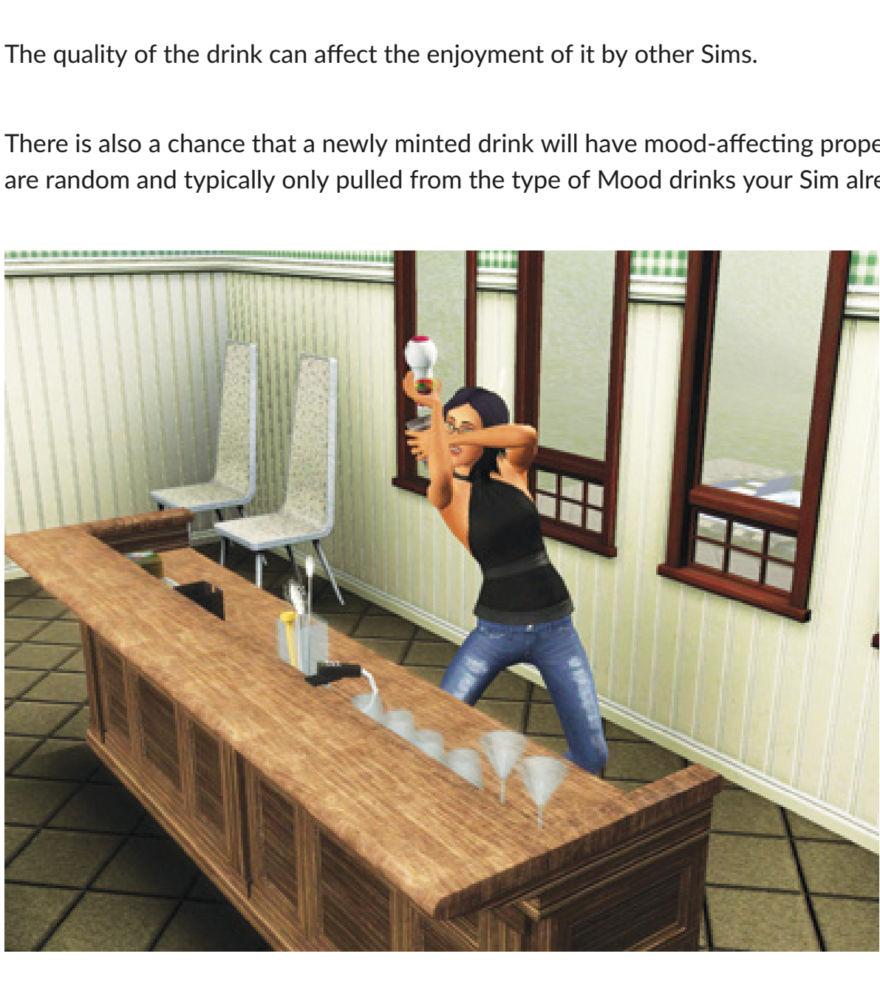
I cannot overstate the usefulness of reaching level 4 in this skill. Quaffing a Skill-Gain Drink is a cheap, easy way to temporarily accelerate skill development.



You know how much time it takes to reach the upper levels of any skill, even those your Sim has a knack for.

Having the ability to stir up this drink shaves important time off the development cycle, freeing your Sim to pursue other interests.

Inventing Drinks



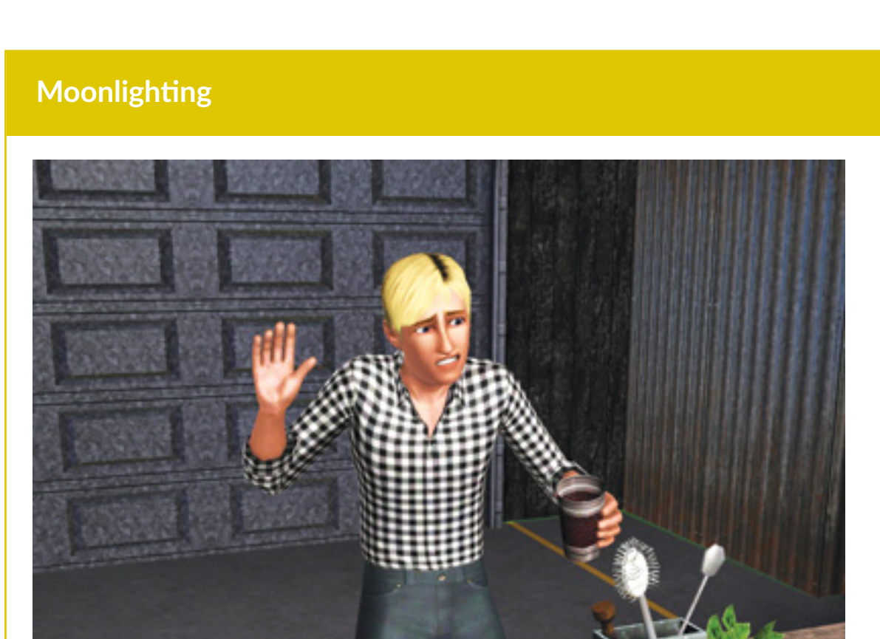
At level 6, Mixologists can attempt to create all-new drinks instead of relying on existing recipes.

After the Sim experiments at the bar for a few minutes, they come up with their very own concoction which you can then name and serve to other Sims.

(You're also given a drink name suggestion, but feel free to ignore it and use your own.) Now, when a drink is created, it is given a specific quality based on the previously mentioned factors like mood and skill level.

The quality of the drink can affect the enjoyment of it by other Sims.

There is also a chance that a newly minted drink will have mood-affecting properties like a Mood drink, but these properties are random and typically only pulled from the type of Mood drinks your Sim already knows.



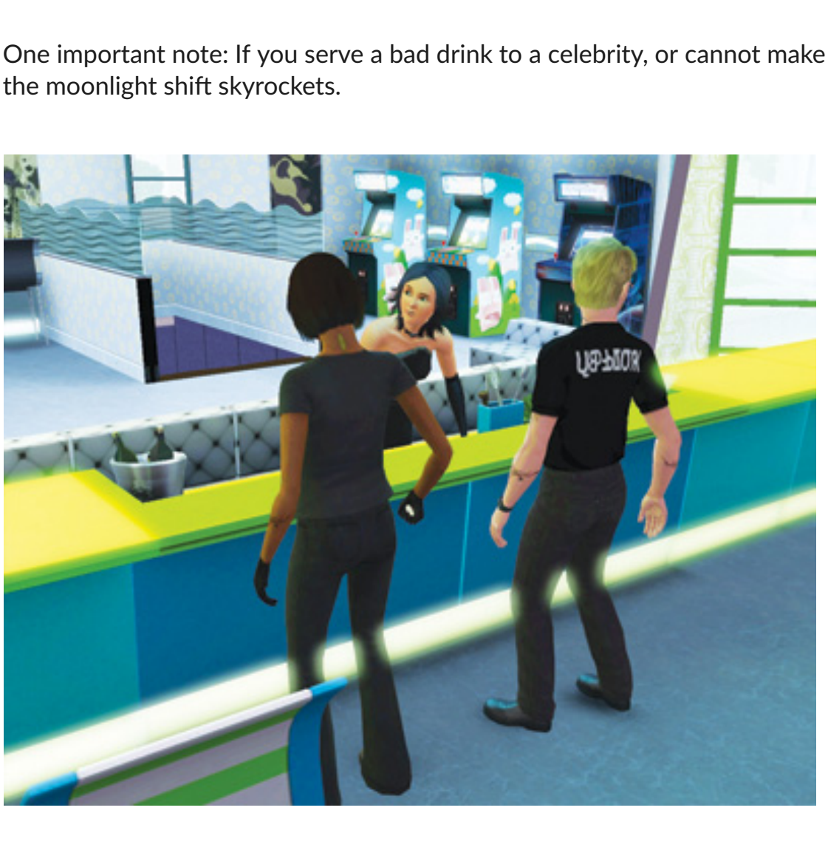
At the top level of this skill, your Sim can name a drink after another Sim. You know where this is going. If the Sim the drink is named for sips it, that Sim will like the creator even more.

This is an excellent relationship builder. But the effect of a named drink is even wider. If another Sim drinks a beverage named after another Sim, they too gain a small relationship boost with the named Sim.

Note

The recipes for your personally created drinks are stored in the Skill Journal.

Moonlighting



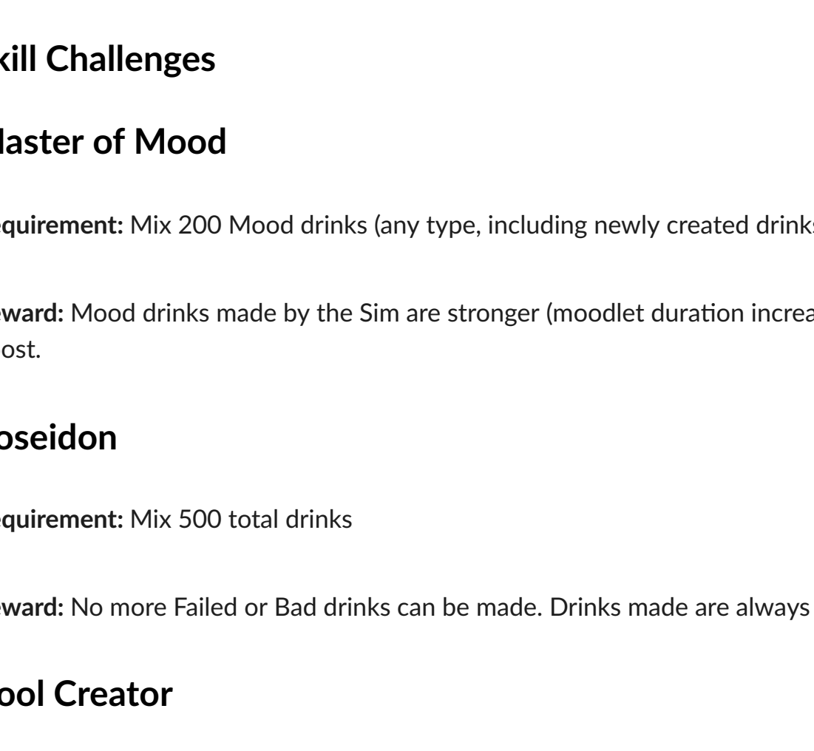
This skill can do more than make you the center of a party, it can also help you earn extra scratch. Sims with the Mixology skill (any level) can moonlight at bars they are allowed entry to or own outright.

All you need to do is click on a bar in an establishment and choose the Make Drinks or Manage Bar interaction. If the existing Mixologist is amenable, they will slide over and let you get in there.

A moonlighting shift is usually short, but if you serve up quality drinks that patrons like, you can earn a nice bit of change.

The catch is to make sure you are capable of making drinks matched with the quality of the patrons (you can learn more about this in the Tour of Bridgeport chapter, which explains the local bar scene).

One important note: If you serve a bad drink to a celebrity, or cannot make the drink they desire, your chance of failing at the moonlight shift skyrockets.



You cannot keep moonlighting at the same bar over and over if you are a poor mixologist. If you fail to make good drinks, the Mixologist will let you know that you really ought to develop the skill a bit more.

If you attempt to moonlight at the bar again within a few days, you'll discover the option is just not available.

Conversely, if you do exceptionally well at moonlighting, the Mixologist may tell you that you are ready for the next step and should offer your services at a better joint.

Skill Challenges

Master of Mood

Requirement: Mix 200 Mood drinks (any type, including newly created drinks with mood-boosting properties)

Reward: Mood drinks made by the Sim are stronger (moodlet duration increased, mood boost increased) and also get a quality boost.

Poseidon

Requirement: Mix 500 total drinks

Reward: No more Failed or Bad drinks can be made. Drinks made are always OK or better.

Cool Creator

Requirement: Create 25 unique drinks

Reward: New drinks have a new minimum base quality. Base quality of all existing new drinks increased.

Master Mixologist

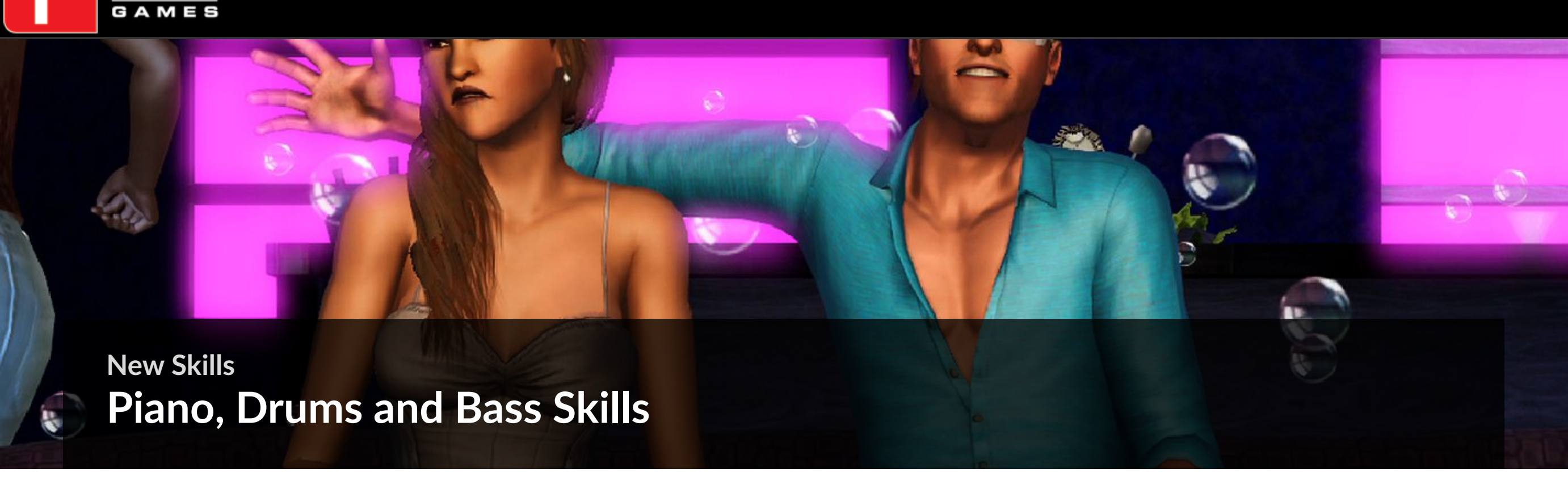
Requirement: Serve 60 drinks to customers (i.e., moonlighting at a venue or a party)

Reward: Increased relationship status with every customer served. All mixology jobs pay out more per instance.

Professor of Drinks

Requirement: Learn 42 custom recipes from the various bar venues

Reward: Automatically learn multiple new custom recipes of über Mood drinks (these can only be learned this way).



New Skills

Piano, Drums and Bass Skills

Late Night allows you to further indulge your Sim's musical talents and learn three new instruments (piano, drums, and bass) in addition to the guitar.

These additional instruments allow Sims to form bands, which can then tour Bridgeport, play gigs, earn Simoleons, and achieve fame.

But let's not get ahead of ourselves. Before the cash, before the adoring fans, there's practice—and lots of it. Developing skill with an instrument is essential for a successful career in a band, and that takes real time.

But the rewards of mastering an instrument are plentiful...

Acquire by: Taking class, practicing on specific instrument

Development tools: Piano, drums, bass

Development Benefits

Developing skill with each of the new instruments unfolds almost exactly like the Guitar skill from The Sims 3 base game. When you first acquire an instrument, your Sim is pretty bad at playing it.

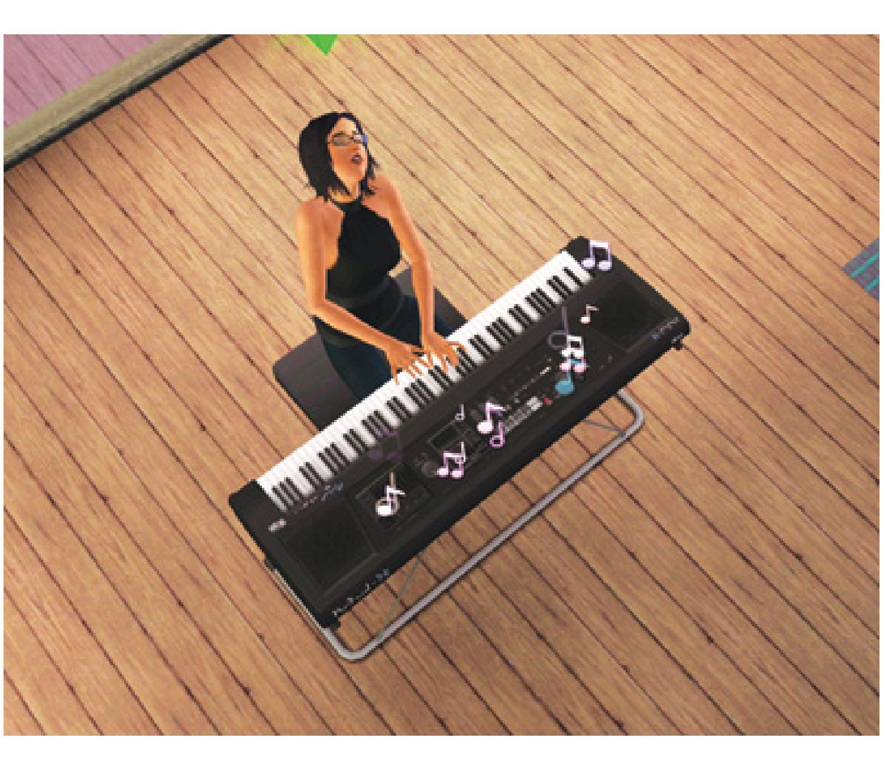
Piano keys are plinked. Drum beats are uneven. The bass sounds decidedly un-groovy. But that changes with time.

With each level you achieve, you get a little better. The music sounds tighter. Fewer mistakes are made. And you learn new songs to play.

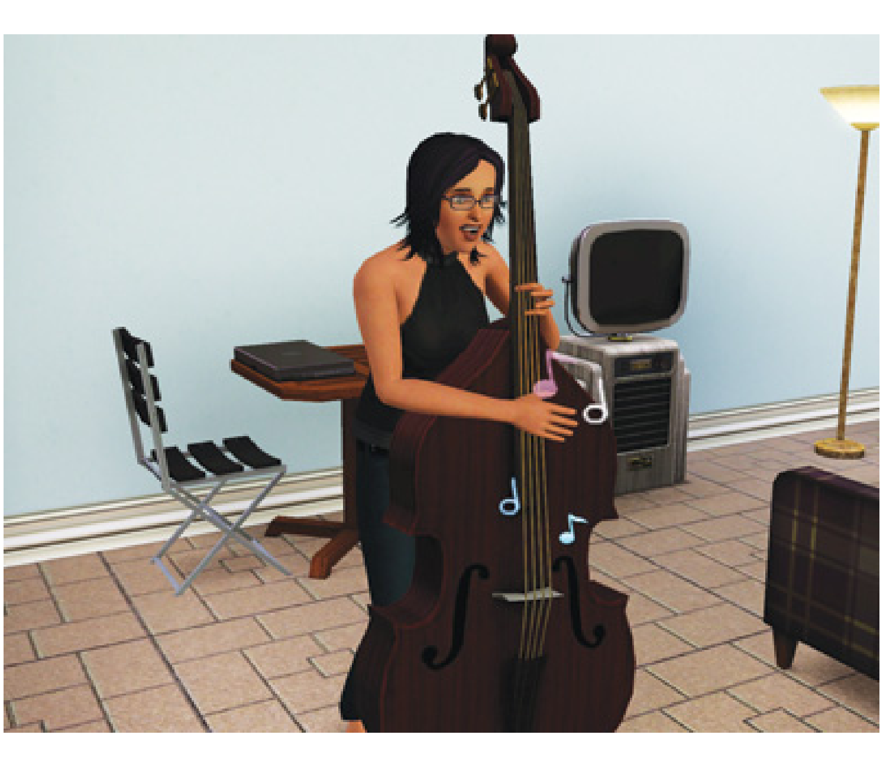
One thing that is critical to note right away is that each instrument must be learned and developed separately. All four instruments operate independently of each other.

Skill levels earned on the piano, for example, do not translate to skill with the drums. Even if you reach level 10 of the piano, you must start from scratch with the bass.

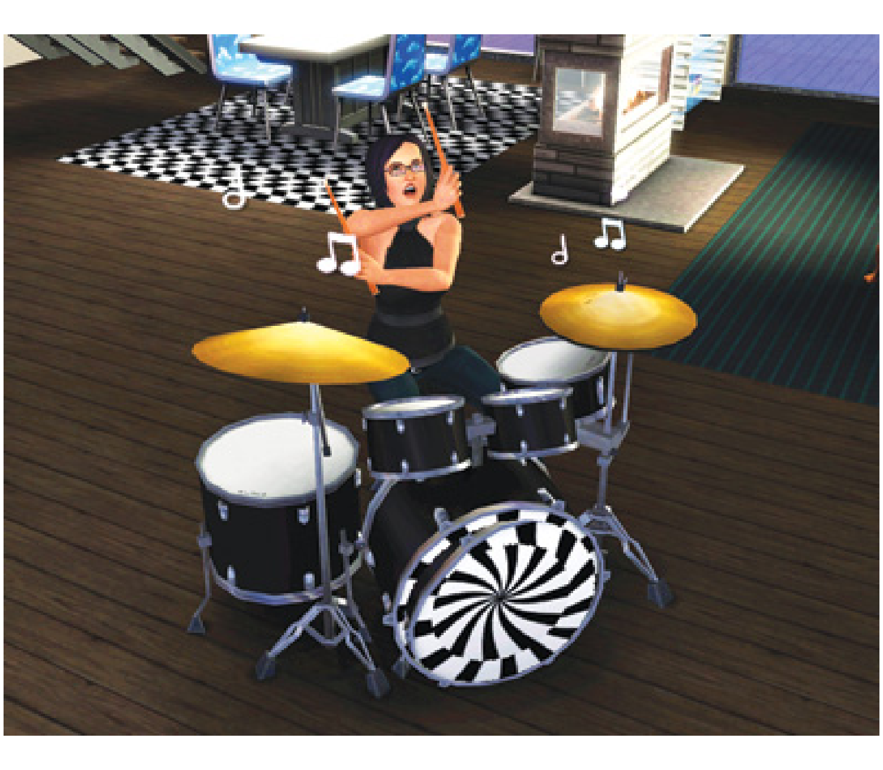
This is why it takes so long to master all the instruments, making the One Sim Band Lifetime Wish such an achievement.



Playing the piano



Slapping the bass



Hammering the drums

Strumming the guitar

Once Sims know how to play an instrument, they only have a few available compositions. Only by leveling up the skill does the Sim learn more music and eventually reach a point where they can buy sheet music from the bookstore and really play some impressive tunes.

As the skill improves, the Sim also gets better at playing music and makes fewer mistakes. Here's the level progression of the instrument skills:

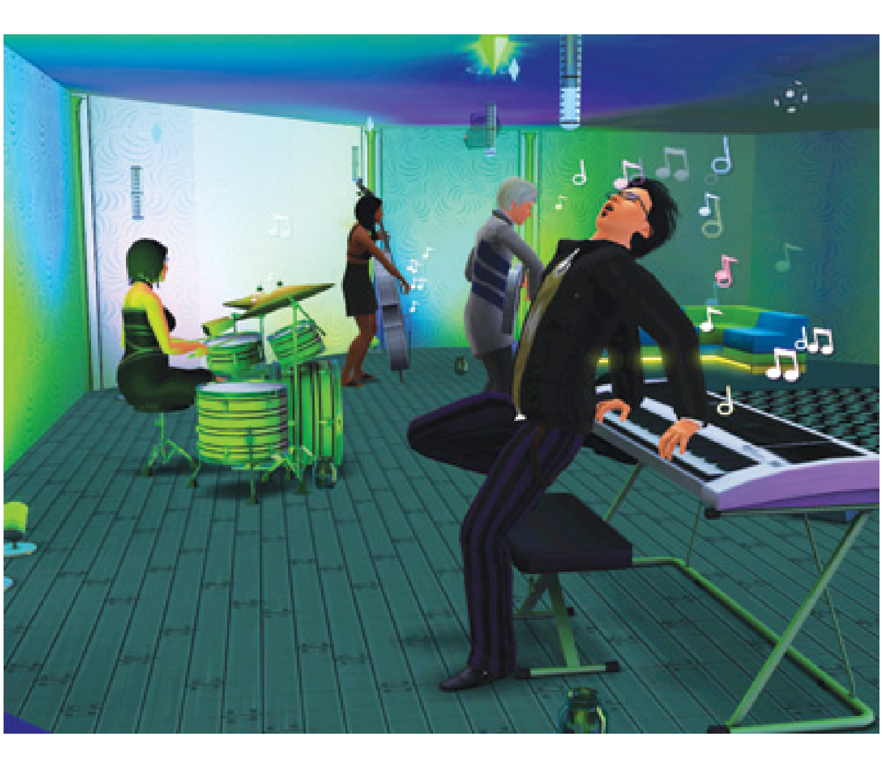
Levels 1–4: Sim learns at least two basic practice-level songs per level. These are fine little ditties, but nothing spectacular.

Level 5: Sim earns three new compositions—real songs that other Sims enjoy listening to. Level 5 is particularly important to this skill.

At this level, the Sim stops just noodling around with the Play interaction on an instrument and moves up to the Perform interaction.

Other Sims get the Enjoying Music moodlet if around a performing Sim at level 5 on a specific instrument.

Levels 6–10: Sim learns at least one new composition per level and performs it without fail. The songs learned while achieving these skill levels are especially popular and enjoyed by other Sims.



When a Sim achieves a higher level in the skill, they really get into their music. Check out these moves.

Tip

Level 5 Sims can also Serenade other Sims, which is a romantic social that can aid a romantic conversation following the song's conclusion.

When a Sim is serenaded, they automatically drift over to the Sim playing the instrument. However, there is a chance the serenading will be rejected should the target have absolutely no romantic interest in the musician.

Instrument-playing Sims can also Play for Tips in public locations. This is not the most lucrative activity, but it does add some extra Simoleons to the household bank account.

It's also a good way to keep cash in the pocket of Sims starting out with a band and not yet playing high-level gigs.

(For more of gigs, see the New Careers chapter, which breaks down how bands work as careers.) The higher your skill, the more you make in tips. The more compositions your Sim knows and plays, the more they make, too.

Tip

At level 6, Sims unlock the Sweet Move interaction which really wows the crowd.

Brownie Bites

In addition to Performing or Playing for Tips, you can also Jam. Jamming can be done on an instrument all by your lonesome or with other Sims—and not necessarily those you may be in a band with.

The Jam interaction is available when you click on an instrument, whether it's on a lot or in your inventory. You can invite other Sims with instruments into your little jam sessions.

If you are jamming in a group, the Social need is slowly fulfilled. Jamming alone or in a group also increases your Sim's Fun.

Sheet Music

To round out your library of compositions, you cannot just rely on those learned by developing the skill. You must acquire new music by purchasing sheet music at the local bookstore or earn it from opportunities.

To learn from sheet music, select the music from the Sim's personal inventory and choose the Learn interaction. The Sim starts playing the song over and over.

When the meter is full, the Sim knows the song by heart and can perform it. Use the Perform interaction and then select the name of the learned composition from the available list.

Caution

Sheet music cannot be shared among Sims. Once sheet music is learned, it disappears.

Piano Skill Challenges

Master Pianist

Requirement: Learn all Normal compositions

Reward: Master composition

Piano Star

Requirement: Play at 10 parties and venues

Reward: Pay for piano performances increases by 50 percent (includes tips)

Money Maker

Requirement: Make $25,000 from playing the piano (tips and piano opportunities)

Reward: Master composition

Drums Skill Challenges

Master Drummer

Requirement: Learn all Normal compositions

Reward: Master composition

Drum Star

Requirement: Play at 10 parties and venues

Reward: Pay for drum performances increases by 50 percent (includes tips)

Money Maker

Requirement: Make $25,000 from playing the drum (tips and drum opportunities)

Reward: Master composition

Bass Skill Challenges

Master Bassist

Requirement: Learn all Normal compositions

Reward: Master composition

Bass Star

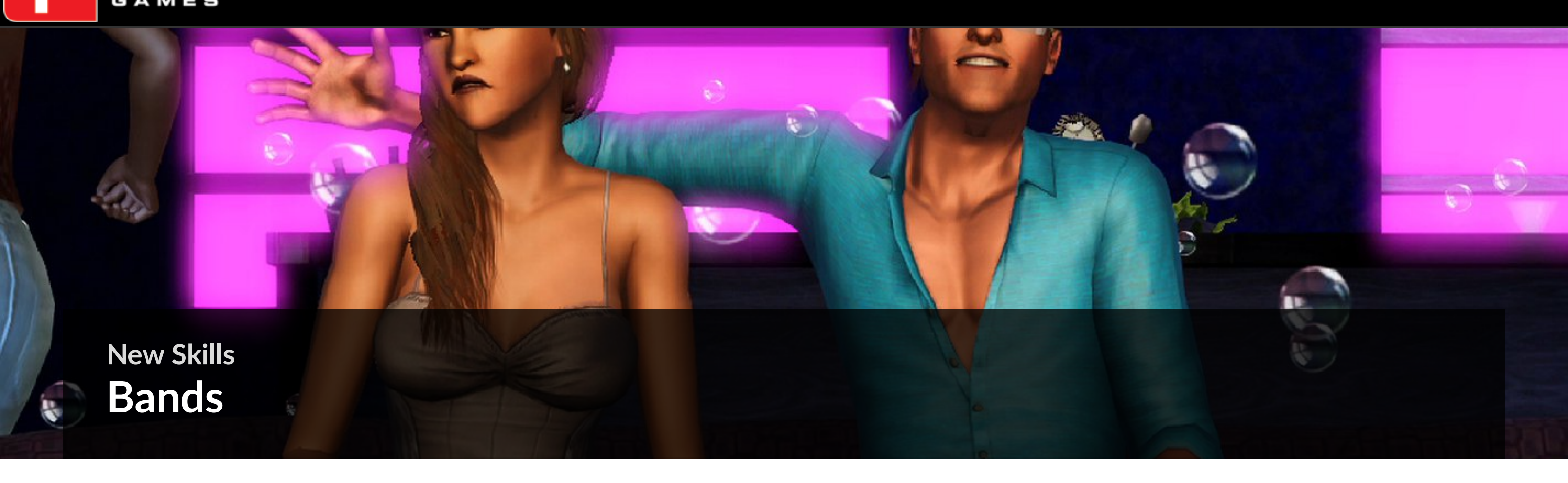
Requirement: Play at 10 parties and venues

Reward: Pay for bass performances increases by 50 percent (includes tips)

Money Maker

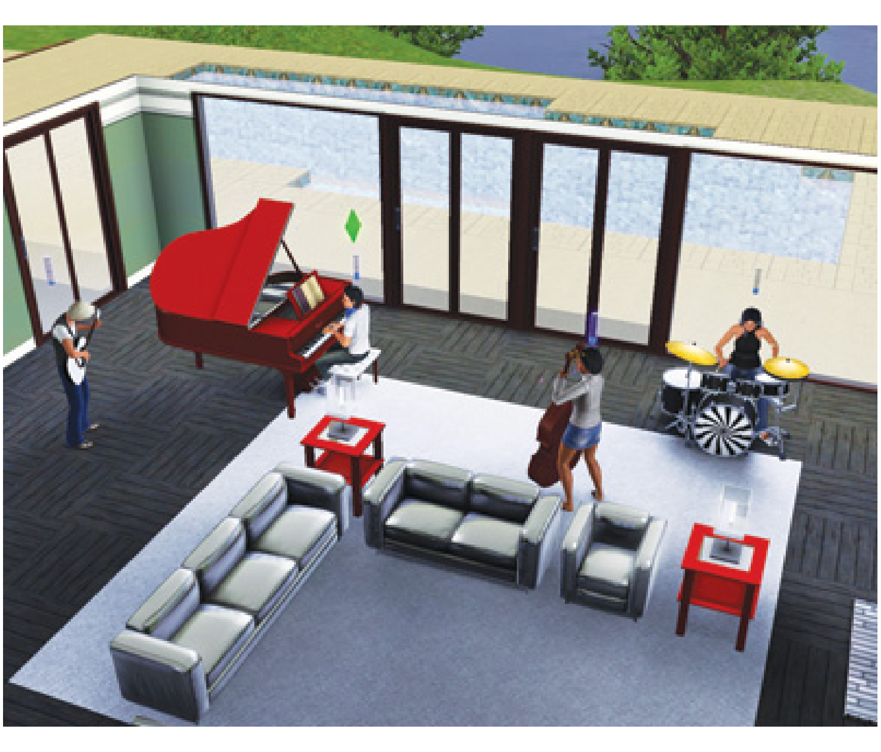
Requirement: Make $25,000 from playing the bass (tips and bass opportunities)

Reward: Get a Master composition



New Skills

Bands



Stardom comes in many forms, but there are two surefire ways to one day see your name in lights: Become a famous actor or be in a rock band. Bridgeport offers the ability to do both.

The Film career operates like a traditional career, but joining a rock band and performing around town for money unfolds more like a skill-based career. (Skill-based careers were introduced in *Ambitions* .)

To undertake a career in a band, you first need an instrument and some skill with it. Thanks to the introduction of the piano, drums, and bass, you now have four instruments to master.

Be sure to check the New Simology chapter for the complete rundown on developing skill with all of the new instruments, as well as a basic primer on the guitar, which has been with *The Sims 3* since the base game.

Getting Started

Alright, so you've decided you want to start the next supergroup and fill stadiums with adoring fans. Well, not so fast. You cannot do it on your own, and you definitely cannot achieve that dream without some skill on an instrument.

So, before you even think about forming a band, you need to own one of the four instruments and have already achieved the first skill level with it. This isn't difficult to do. Just practice at home with the instrument for a little while and you'll reach level 1.

Now that you've started playing an instrument, you need to recruit other Sims to be in your band. You cannot just ask total strangers to join your new band.

You must develop relationships with them using the usual socials in order to move past the Acquaintance level. Once you get to know a Sim a little, you can then use the Ask to Form Band social.

It helps if you have a little celebrity—that can really grease the wheels of convincing another Sim to join your band. If the Sim rejects the offer, they usually tell you why.

If the other Sim is just too popular, for example, they will reject you on grounds of unbalanced celebrity. Do not be completely discouraged, though. Maybe you just need to raise your celebrity status a bit and re-ask that Sim.

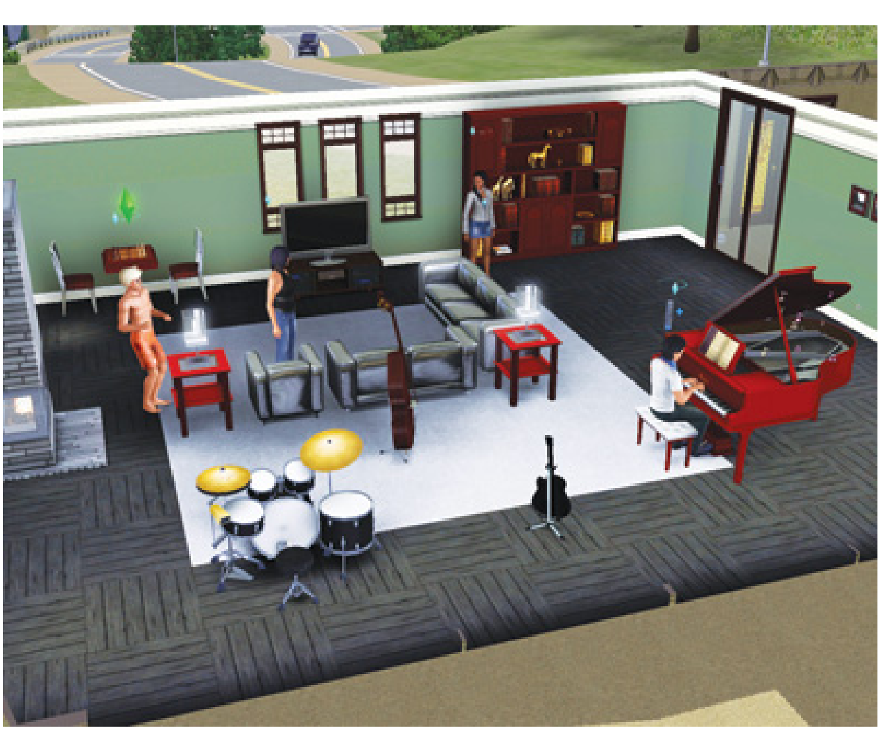
Note

You can ask a Sim that's already in a band to join your new band. They will not reject you because they are in an existing band.

However, if they chose to join yours, they leave their previous band. Sims cannot be in multiple bands at the same time.

If the other Sim accepts your invitation, you're on your way. You now have the chance to name your band. Give it a good name because the big hope is that one day you'll see it in lights.

However, don't feel too much pressure. You can rename your band at any time by choosing the Rename Band interaction on your Sim, another band member, or an instrument.



Bands may have up to four members. You cannot exceed four Sims in a band. Once you've started the band, you have a new social to use on other Sims that play instruments: Ask to Join Band.

That Sim does not necessarily need to have any skill in an instrument, but they will evaluate their desire to join the band based on similar parameters as the first Sim you asked to join up, such as celebrity status.

Alternately, you can kick Sims out of a band or quit the band yourself. The Kick Out interaction on a band member immediately removes them from the band.

Do not expect this to go down well. No matter what, your relationship with that Sim will take a serious hit. You may even drop down to Enemy status.

If the Sim is angry, they may start a fight with you that can end up ugly. If you choose to quit the band yourself, your relationships with the existing band members take hits, but not quite like kicking somebody out.

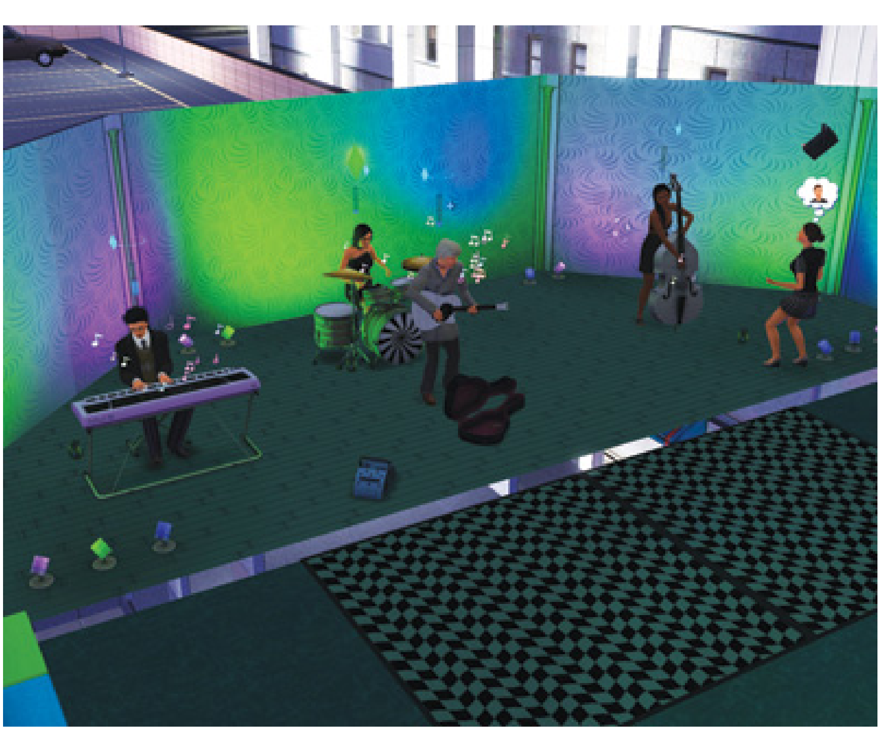
Quitting a band, though, does not necessarily mean the end of the band you started. The band can continue without you. But if you are the final member in a band, quitting completely disbands it.

Gigs

Alright, you started a band. You know your instrument. You're ready to get paid. You need to go on gigs. Gigs are offered to you like opportunities.

A box appears onscreen that contains the details of the gig, including the location, The gig location is also placed on Map View, so you can easily click on it to report to the venue.

Now, gigs are only available at clubs with instruments onsite. You do not just bring your instrument to any club and start playing, so look at the Tour of Bridgeport to see which clubs are open for gigs.



When you are offered a gig, you are told how much it pays and what is expected of your band. Gigs last multiple hours. Once accepted, relax.

You will receive a message when the gig's starting time is approaching. When it's time to perform, select the Go to Gig interaction for the map. All the band members will converge on the club, ready to shine.

Note

You earn Celebrity Points for successfully playing a gig.

Brownie Bites

Because gigs last multiple hours and are offered at any given time, it is extremely tricky to have a regular career and be in a successful band.

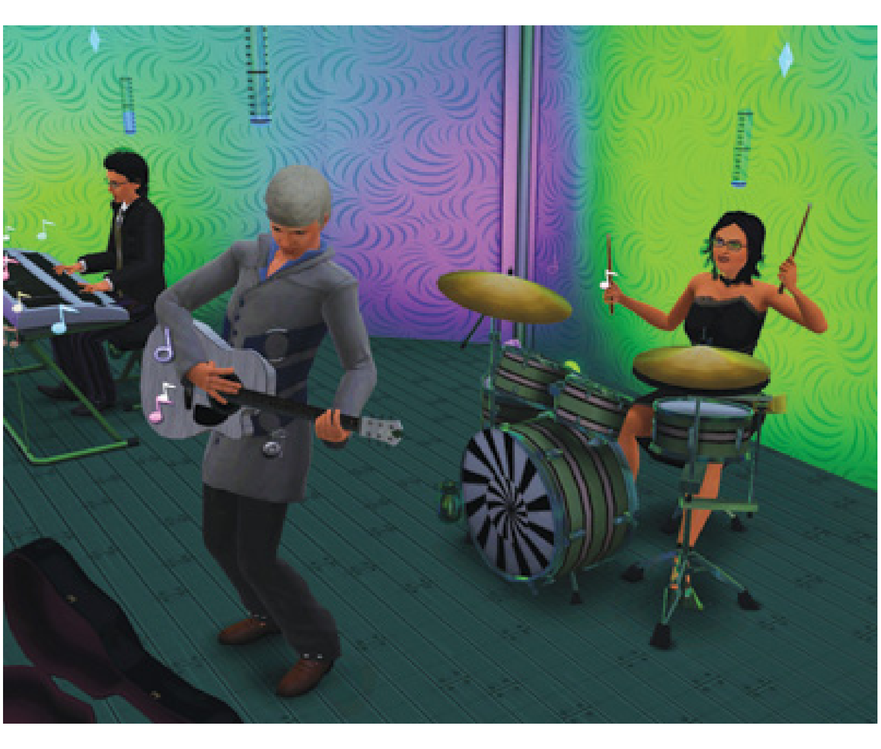
I suggest you not even try to balance a career and a band because at some point, they will come into conflict with each other. And let's say by some miracle, you are never asked to perform when you need to do something for work

—you still need time outside work to address needs and wishes.

If you start burning the candle at both ends, your Sim will quickly become miserable. And it's no fun to live with a miserable Sim.

Tip

The higher your instrument skill, the better the gig. Practice, practice, practice! Thankfully, performing at a gig also develops an instrument skill.



When you arrive for the gig with the band, click on your preferred instrument and choose the Perform interaction. (The other band members will go to the remaining instruments, based on their skill levels.)

You can then choose which genre of music to perform. Once selected, your Sim gives the countdown and the band starts playing. Playing a gig increases your Sim's Fun, but it does negatively affect other needs like Hunger, Energy, and Hygiene.

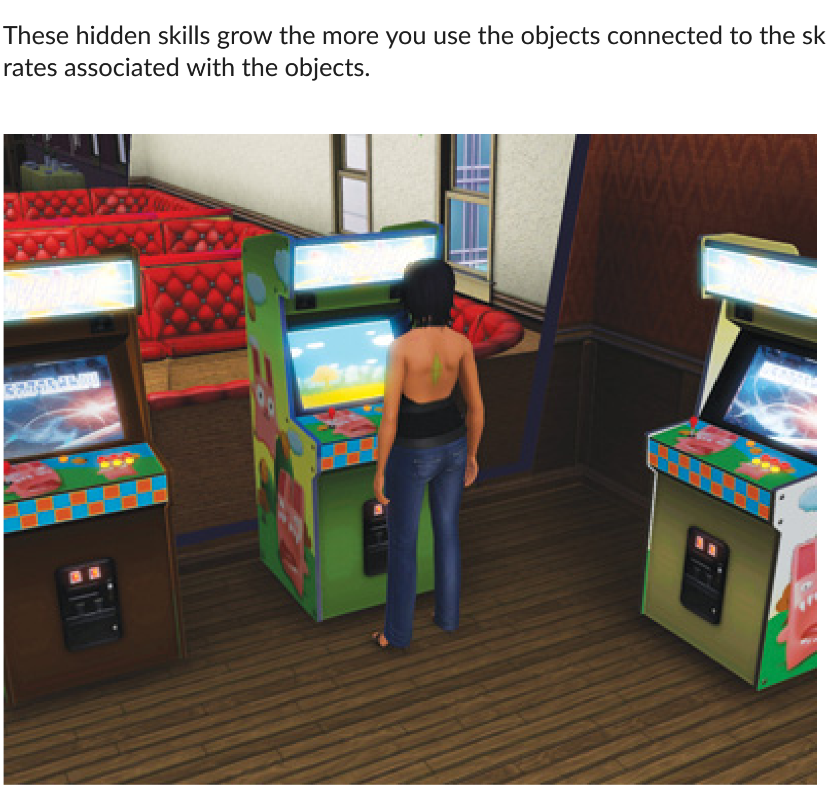
Tip

While playing a gig, be sure to use the Do Sweet Move interaction to add a little flourish to your show.

Hidden Skills

In addition to the new skills, there are a handful of smaller, hidden skills that you do not outwardly develop through training, books, etc.

These hidden skills grow the more you use the objects connected to the skill, which in turn affect the moods and success rates associated with the objects.



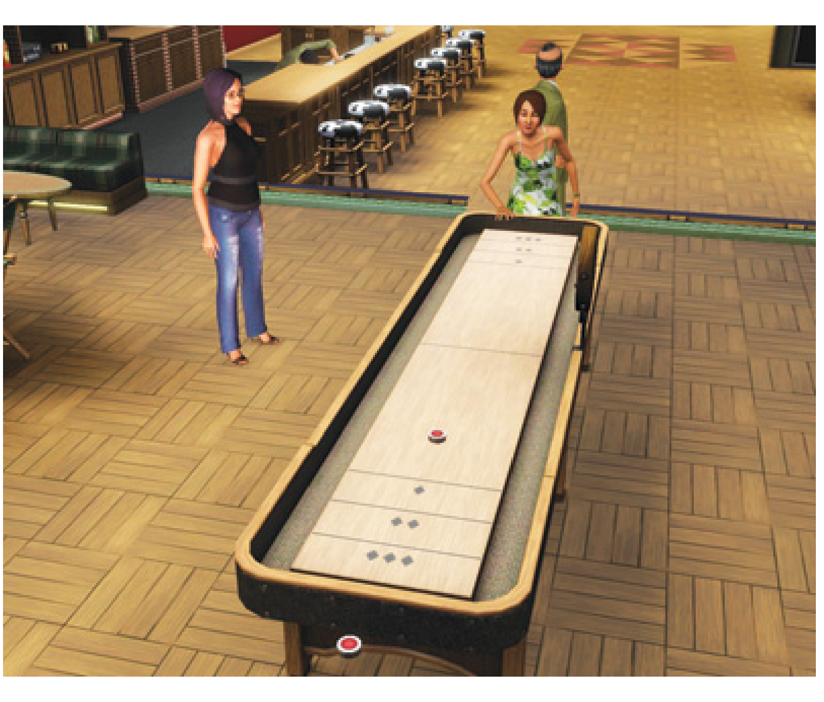
For example, one of the coolest new objects in Late Night is an Arcade Machine. The more you play the Arcade Machine, the better you become at it.

Because playing an Arcade Machine builds Fun, you get a bigger Fun boost in a short period of time, which is useful for that need management.

The hidden skills in Late Night are: Arcade Machine, Shuffleboard, Bubble Bar, Dancing, Darts, and Band.

The Shuffleboard object and Dartboard object are better explained in the New Object Catalog chapter, but these are fun games that also build relationships when you play them with others.

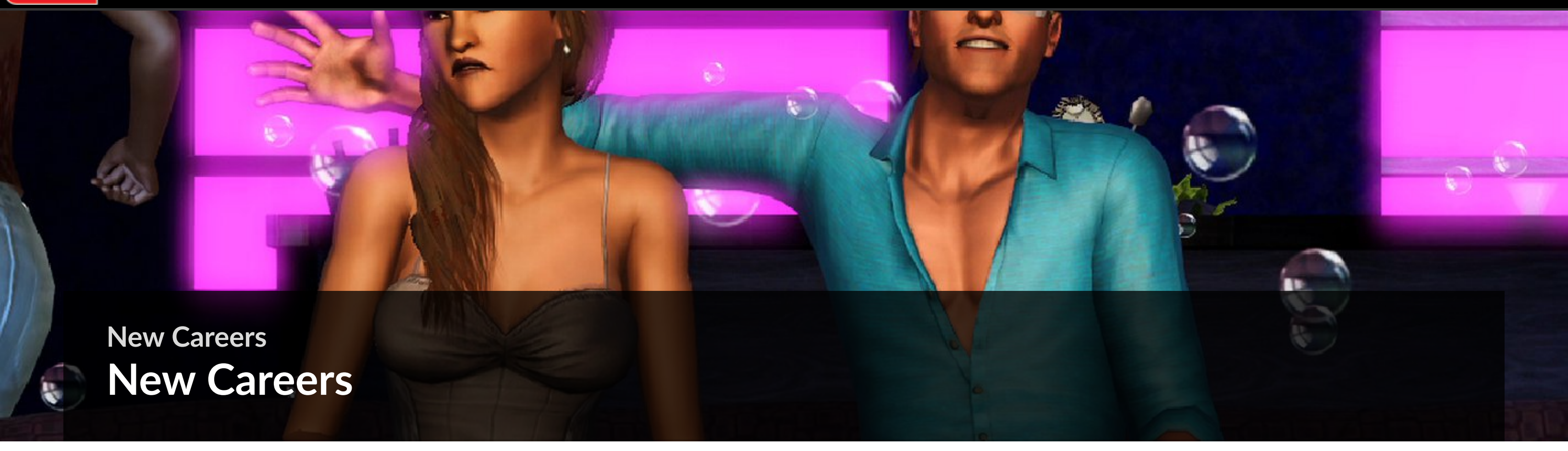
So, as you build this hidden skill, you get more out of it. Dancing is not necessarily new to Late Night, but dancing in a club is different from just dancing at home.



When you first start dancing out and about, you're not very good, which can lead to embarrassment. But the more you dance (at home or at a club), they better you get—which leads to more Fun and relationship boosts with any Sim you might be dancing next to.

The Bubblicious Bubble Bar is a very silly new object that lets you blow bubbles, which is just a Fun activity. But the more you blow bubbles at this little bar, the more you develop the hidden skill, and the more bubbles you can produce.

At first, you just blow regular ol' round bubbles. But over time, you create new shapes—hearts, stars, plumb bobs, and llamas, respectively.



New Careers

Life in Bridgeport can't always be drinks at the club and hot tub parties in a high-rise building. Somebody's got to pay for this lifestyle, you know.

Late Night introduces two new ways to rake in the Simoleons—the new Film career's two different tracks: Acting and Directing.

Both of these new career tracks are closely linked to the all-new celebrity status that's so important to Bridgeport.

We blow the lid off how celebrity works in the Popularity Contest chapter, so after picking out which of these new gigs suits you, zip over to that chapter to see how you can rack up the gold stars that represent your status in Bridgeport.

Brownies Bites

Late Night's new careers do not come at the expense of any of the original careers. Every single career you can embark on in *The Sims 3* base game can be signed up for in *Late Night* .

The venues for the careers might be different, but otherwise the scope and structure of those careers remains the same.

To sign up for a career, simply report to the building that headquarters the job, such as the military base or police station.

Applying is as easy as left-clicking on the location and then choosing the offered career. When your Sim reports to the job location, the career is immediately offered and the starting position/salary flashed onscreen.

If you accept, you are given a schedule and expected to show up at the designated times.

There are multiple ways to advance a career.

Promotions are the most common benchmark of success and always come with a one-time Simoleon bonus, but there are social aspects to each career that involve getting to know co-workers, which has the potential to widen your circle of friends.

While at work, you can set the "tone" for your performance (more on this in a moment), which affects how you interact with co-workers or approach the job itself.

As you advance, your schedule changes and your salary rises. Typically, there are perks or benefits for hitting certain promotions.

Tip

Going to work in a good mood boosts your chances of promotion. Go see a movie the night before work to get the powerful Enjoyed a Great Movie moodlet that lasts almost the entire next day.

You can be fired from a career. If you stop showing up for work, your employer will call you and let you know that your services are no longer needed. You can also perform so poorly on the job that you're handed a pink slip.

So, keep a good eye on the performance meter in the Career tab of the Status Panel. It's also a good cheat sheet for metrics the next promotion is based on.

Tones

Although you do not actually see what your Sim does on the original jobs, you can dictate general behavior for that work day through tones.

Tones include behaviors such as working hard, getting to know co-workers, and sucking up to the boss.

Many of these tones play into earning promotions at work, so look at the provided promotion metrics for each career to see what tones are best for the next step in that career.

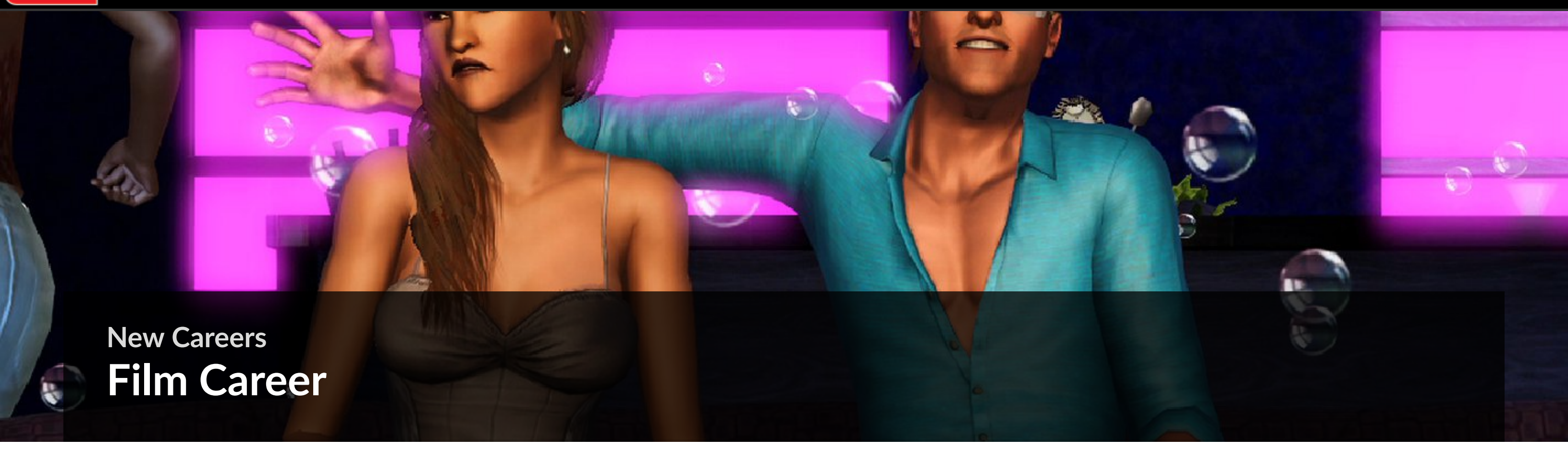
Note

Not all tones are available from the first day. In some careers, additional tones are earned when you reach specific promotions or choose a specific career path.

Retiring

Later in life, Sims can retire from a career and make a daily pension.

This pension is smaller than the wages normally made at that promotion level, but it is a great way to pull in daily income for necessary food and objects while pursuing skills.



New Careers

Film Career

When you were working your magic in Create a Sim, you knew one thing: Your Sim was born to light up the silver screen. So, enroll them in the all-new Film career.

Fame and fortune, though, only come to those willing to put in the hours at the bottom of the ladder. Nobody struts directly into the spotlight.

Start out as an extra, working your way up through the assistant positions before finally getting a chance to show the world what your Sim is made of.

Work Location: Movie Set

How Hired: Report to movie studio, answer newspaper or computer ad, complete a special celebrity opportunity

Work Week: The bottom half of the Film career ladder is a five-day-a-week gig with average working hours.

However, when the career splits, the number of works days decreases. The Directing branch eventually works fewer days than the Acting branch.

Salary Progression: The Film career pays a decent wage at the beginning, but once you enter the specialty phase of the career—when you must make a choice about which branch to pursue—pay increases.

The Directing branch pays a little more than the Acting branch, but both branches still pad your pocketbook with serious Simoleons.

Film Career

Level	Title	Daily Pay	Weekly Pay	Pension Pay	Shift Start	Shift Length	Work Days	Metric 1	Metric 2	Metric 3	Metric 4
1	Background Extra	126	630	30	1pm	6	M, Tu, W, Th, F	Mood			
2	Best Boy	150	750	40	1pm	6	M, Tu, W, Th, F	Mood	Relationship with co-workers		
3	Key Grip	180	900	50	1pm	6	M, Tu, W, Th, F	Mood	Relationship with co-workers		
4	Personal Assistant	260	1300	70	1pm	5	M, Tu, W, Th, F	Mood	Relationship with co-workers	Celebrity Level	
5	Production Manager	310	1550	80	1pm	5	M, Tu, W, Th, F	Mood	Relationship with co-workers	Celebrity Level	

Acting Branch

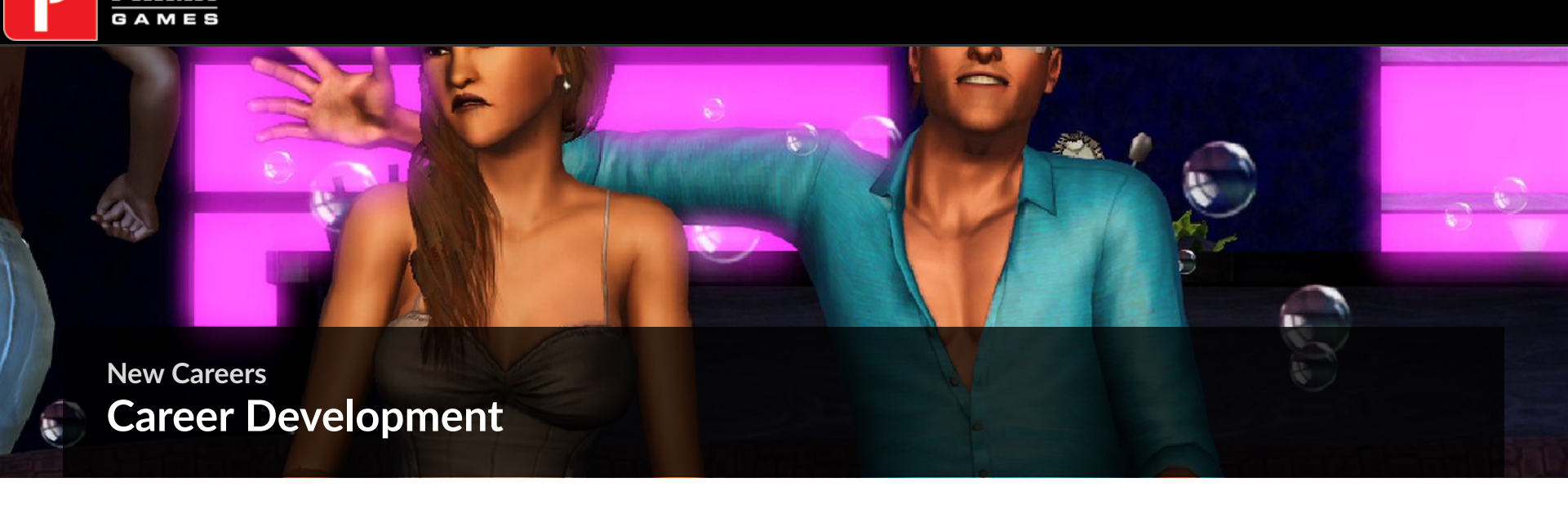
Level	Title	Daily Pay	Weekly Pay	Pension Pay	Shift Start	Shift Length	Work Days	Metric 1	Metric 2	Metric 3	Metric 4
6	TV Actor	575	2300	100	12pm	5	M, Tu, W, Th	Mood	Charisma skill	Relationship co-workers	Celebrity Level
7	Featured Actor	720	2880	120	2pm	5	M, Tu, W, Th	Mood	Charisma skill	Celebrity Level	
8	Supporting Actor	820	3280	140	2pm	5	M, Tu, W, Th	Mood	Charisma skill	Celebrity Level	
9	Lead Actor	1216	3648	170	2pm	4	M, W, Th	Mood	Charisma skill	Celebrity Level	
10	Super Star Actor	2310	6930	330	3pm	3	M, W, Th	Mood	Charisma skill	Celebrity Level	

Directing Branch

Level	Title	Daily Pay	Weekly Pay	Pension Pay	Shift Start	Shift Length	Work Days	Metric 1	Metric 2	Metric 3	Metric 4
6	Storyboardist	465	1860	90	1pm	5	M, Tu, W, Th	Mood	Writing skill	Relationship co-workers	Celebrity Level
7	2nd Unit Director	610	2440	120	1pm	5	M, Tu, W, Th	Mood	Writing skill	Celebrity Level	
8	Script Writer	795	3180	160	1pm	5	M, Tu, W, Th	Mood	Writing skill	Celebrity Level	
9	Assistant Director	1028	4112	200	1pm	4	M, Tu, W, Th	Mood	Writing skill	Celebrity Level	
10	Distinguished Director	1803	7212	350	1pm	3	M, Tu, W, Th	Mood	Writing skill	Celebrity Level	

Film Career Tones

Tone	Description	Career Branch
Business as Usual	Basic day's labor	Both
Slack Off	Take it easy at work, lowering stress	Both
Meet the Cast Members	Meet the other Sims you work with	Both
Hang with Cast Members	Improve relationships with co-workers on set	Both
Take Headshots (Acting only)	Increase Celebrity Level very slowly	Acting
Work on Script (Directing only)	Increase Writing skill slowly	Directing



New Careers

Career Development

When you begin an exciting career in Bridgeport's movie industry, you do not start out with the lead role in a blockbuster. No, your entry point is as a Background Extra.

It's thankless work. But stick with it, showing up on time in a good mood and start getting to know the other people working on the set with the Meet Cast Members tone.

If you show moxie and a willingness to do small jobs outside the set (more on these in a moment), you begin earning valuable promotions.

By the time you reach the Personal Assistant promotion, a new metric is factored into potential success: Celebrity. After all, being known around town will certainly help a movie career.

And so you must start doing things that increase your Sim's celebrity status, such as getting to know other celebs around Bridgeport or completing an opportunity that gives your Sim a celebrity point bump.

Fortunately, the Personal Assistant promotion comes with a cool perk that helps with this metric—you now gain more celebrity points for those special actions.

Once you reach the fifth promotion of this career, you must make a decision about the course of your professional life: Acting or Directing.

These branches both use the movie set as a place of work, but they lead to different benefits, opportunities, and rewards.

Tip

Need more information on how the celebrity system works in Bridgeport and how to increase your social standing? Flip to the Popularity Contest chapter for a complete rundown on the fine art of getting (and staying) famous.

No matter which branch you choose, at levels 7, 9, and 10 of the career, your Sim is given a big award for achievements in the industry.

You get a note when you have won the award. To receive it, report to the movie theater in downtown Bridgeport. Place these awards on your lot for environmental boosts:

Level 7: Sims Choice Award

Level 9: Green Orb Award

Level 10: "Simmy" Award

Look at you, getting your award!

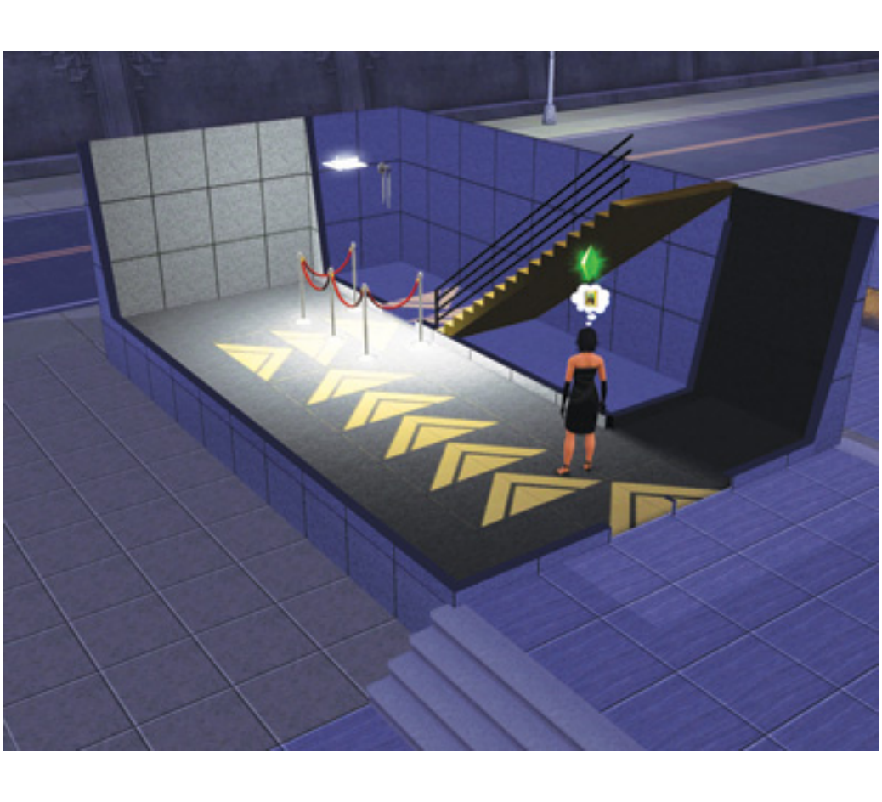
Directing Branch

So, you've decided on a life behind the camera. The director is responsible for all aspects of a film; the buck stops at the director's chair.

However, just declaring that you are entering the Directing branch does not immediately mean you are the big boss.

You must work your way up to the top of this rewarding career branch through even more hard work, both on the set and around town as you strive to improve your celebrity status.

Thankfully, the immediate reward for earning the first promotion of this branch—Storyboardist—is the ability to more easily get into clubs around town, which will help with celebrity.



One of the great perks of the Film career is that the barrier rope is no longer your mortal enemy.

Right away, the Directing branch introduces a new metric: Writing skill. Because you need skills with a script, you must work on this useful skill on your own time.

Buy a computer for the house, use one at the local library, whatever—just tap those keys and start developing that skill.

Tip

If you already know you want to enter the Directing branch, start developing the Writing skill long before you reach the fifth level of the Film career. You'll have a head start on this important metric.

Note

Directors with a high-level Writing skill can also use a new Write Screenplay interaction on a computer.

As soon as you reach level 7 of the branch, 2nd Unit Director, you can stop worrying about relationships with your co-workers as a metric.

Now, you just need to concentrate on Writing skill, mood, and celebrity status. There are some great rewards for achieving the higher levels of this branch.

At level 8, you earn the ability to write screenplays at home. Just use a computer and choose the Write Screenplay interaction.

Now, you can start on a genre script (action, romantic comedy, drama, sci-fi, or indie), which also helps develop the skill. Completed scripts can be sold at the movie studio for big cash payouts.

At level 10, you are bestowed with the exclusive Director's Chair object. You cannot buy this special chair. Only directors get this treat. Place it on your lot for a big environmental boost.

Writing Skill

Writing is another personalized skill that is deeply involving but also rewarding. Sims who learn the Writing skill unlock a world of possibilities when they sit down to the computer.

Naturally, the Bookworm Sim has a jump on this skill thanks to the relevant trait. But any Sim with time and dedication can become a bestselling author.

Acquire by: Attend Writing Class, Practice Writing at Computer

Development tools: Computer, Books

Development Benefits

Once the Writing skill has been acquired, Sims have several new interactions at the computer. The Refine Writing Skill is a good way to continue developing the skill.

No novels come out of this activity—just skill development. Once a writer reaches level 2 of the skill, they can start writing novels.

When the Sim pushes back from the computer, the development is added to the Skill meter. Continue Writing Novel and Scrap Current Novel are two more interactions that affect a novel in progress.

A scrapped novel tosses out an incomplete work, but the skill development remains.

Various novel genres are unlocked as the skill is further developed. The higher the genre in the skill tree, the more it is worth when published. Here are all of the genres and the skill levels required to unlock them:

Novel Genres Unlocked By Writing

Novel genres Unlocked by Skill Level

Caution

You can only work on one novel at a time. If you want to start a new novel in a newly unlocked genre, you must scrap the current novel.

Royalties

A Sim who's writing a novel regularly submits chapters to an agent and gets a small stipend. It's enough to live on, but nothing extravagant. Once a novel has been completed, though, the royalties start rolling in.

When the novel is finished, the Sim is immediately told if the book is good or not and if it is a success. The royalty amount is listed, as well as how the amount will be paid out. (Typically, royalties are paid over the course of several weeks with lump sums dropped into the household account at a specific time on a specific day.)

The royalty amount is decided by level of Writing skill, desirability of the genre (check the Skill Journal, which also tracks the number of books written and the amount pulled in so far), and a certain degree of randomness.

The author's traits can also affect the amount of royalties paid. Here are the traits that boost the profitability of specific genres:

Traits – Genres

Genre	Trait
Trashy Novel	Flirty
Drama	Commitment Issues
Sci-Fi	Computer Whiz, Genius
Humor	Good Sense of Humor, Inappropriate, Mean-Spirited
Satire	Grumpy, Hot-Headed, Over-Emotional
Mystery	Genius
Romance	Hopeless Romantic
Historical	Perfectionist
Children's Book	Artistic, Childish, Family Oriented
Vaudeville	Bookworm
Autobiography	Charismatic, Unlucky, Daredevil, Insane, Kleptomaniac

Genre	Level
Fiction	0
Non-Fiction	0
Science Fiction	1
Trashy Novel	2
Drama	3
Humor	5
Romance	10
Masterpiece	10

Genre	# of Books Required
Fantasy	Write 3 sci-fi novels
Satire	Write 3 humor novels
Vaudeville	Write 3 of each: drama, sci-fi, humor, mystery, romance

Acting Branch

Take on the Directing branch? Not you—the Sims of Bridgeport deserve to see your face twenty feet tall on the big screen.

You want to enter the exciting Acting branch of the Film career. The metrics for success in this branch change once you reach level 6, TV Actor/Actress.

After achieving this promotion, you no longer have to concern yourself with co-workers. However, you cannot just coast on celebrity status and mood. You must develop the Charisma skill in order to continue climbing the ranks.

Do yourself a favor and start developing this important skill before choosing the Acting branch so you have a leg up on the career.

Tip

At level 6, you can get into clubs around town easier—that will help with celebrity status.

Note

When you become an actor, you are randomly given different outfits to wear for work. These are your costumes for the day's shoot.

When you achieve the Supporting Actor/Actress promotion, you are given a limo to drive you around Bridgeport. No more taxis for you.

This is now your carpool for work before a day's shoot and your main ride when you need to run errands around Bridgeport.

At the top of the career, you are awarded your very own private trailer. This Superstar perk gives you a home away from home that you can place on a lot and enter, just like a small venue.

(You cannot decorate the inside of a trailer like an high-rise building.) The trailer can be placed in your inventory and pulled out when needed for interactions like Relax and Sleep.

You may also select the Throw Tantrum interaction the trailer, which makes your Sim go inside and have a real fit.

When they come back out, though, they have the Had Star Tantrum moodlet. (Surprise—this is actually a positive moodlet.)

The trailer is a good way to escape the little people...

The trailer can be used as a makeshift Create a Sim toolkit when you choose the Plan Wardrobe interaction on it. But perhaps the most entertaining trailer interaction is WooHoo.

If you have a relationship status with another Sim high enough to have WooHoo (or Try for Baby), both Sims enter the trailer. And when that trailer starts a-rockin'...

Charisma Skill

Everybody knows someone who can breeze into a room, seamlessly enter any conversation, and suddenly become the focal point.

The key to such feats is Charisma. This skill is essential for Sims who want to socialize effectively.

Tuning this skill unlocks new social interactions that simplify befriending other Sims and developing meaningful relationships.

Acquire by: Take Charisma Class, Read Charisma Manual, Practice Speech in a Mirror

Development tools: Books, Socials, Mirror, Parties

Development Benefits

Enhancing the Charisma skill opens exciting new avenues of conversation as well as a special social that guarantees a smooth recovery from any conversational snafus.

However, developing the skill requires more than just taking a class and then practicing your charismatic moves with a book or by talking into the mirror.

It requires making friends and maintaining relationships during the course of the skill development. Each level of the skill requires a specific number of friends and relationships.

Without these connections, you cannot advance up the skill tree, no matter how long you practice that wolfish grin in the mirror.

Here are the number of friends and relationships required to develop the Charisma skill:

Charisma Development

Tip

Sims who develop the Charisma skill increase the effectiveness of social interactions at work, such as Meet Co-Workers or Suck Up to Boss.

Whenever you use a positive social, the Charisma skill gets a little boost.

Charismatic Sims get additional greetings that start a conversation right, such as Amusing Introduction and Friendly Introduction.

These greets are more potent than regular greets. As the skill develops, more greet modifiers appear that increase the social weight of the greeting and can steer the conversation.

Here are the modified greetings with each advancing level:

Charisma - Greetings

Three special socials unlock as you develop the Charisma skill. Once you reach a specific level, you learn these new socials:

Charming Introduction (Level 1): Sometimes, introductions are the toughest part of the conversation. Sims with high Charisma levels become more adept at introductions, as seen by the modified greets.

Once charismatic Sims reach level 10, their Charming Introduction rockets them into Friend status right away.

Get to Know (Level 3): This social helps with discovering the traits and interests of other Sims. Once learned, this social becomes more powerful as the Sim approaches level 10 of the skill.

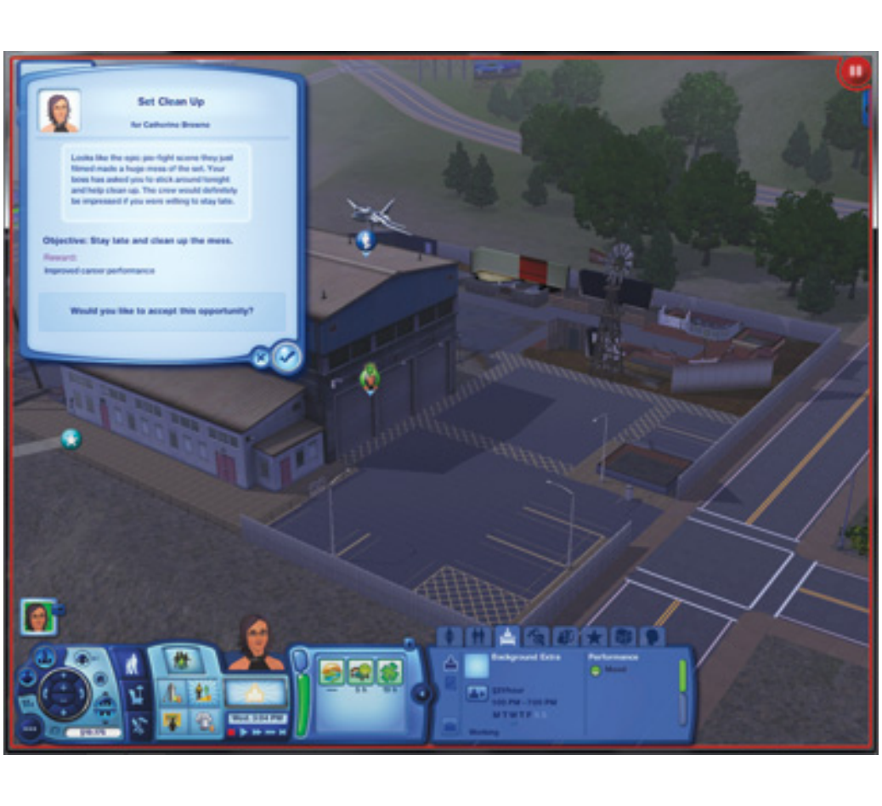
Eventually, there is no possibility of rejection when inquiring about traits and interests.

Smooth Recovery (Level 5): Oops. You said the wrong thing. If you have the Smooth Recovery social, you can try to revive the conversation. It may not always work, but as the skill nears level 10, the chance of success increases.

Level	Greet Modifier	Type of Greet
1	Friendly	Friendly
2	Amusing	Funny
3	Interesting	Impressive
4	Flirty	Romantic
5	Affectionate	Romantic
6	Funny	Funny
7	Impressive	Impressive
8	Hilarious	Funny
9	Loving	Romantic
10	Hot	Romantic

Level	Required Friends	Required Relationships
1	0	0
2	0	2
3	1	3
4	2	4
5	3	6
6	4	8
7	5	10
8	6	15
9	8	20
10	10	25

Tasks


Set Clean Up
Objective: Stay late and clean up the mess.
Reward:
Improved career performance
Would you like to accept this opportunity?

As you work your way up through the Film career, you will sometimes be asked to complete certain tasks outside work. These jobs are usually pretty simple, but they are time sensitive.

When you are given one of these jobs, you are told exactly what needs to be done and when it must be completed.

If you fail to complete the job in the allotted time, your status at the job takes a hit. You won't necessarily be fired, but you'll definitely have to work harder to smooth out rankled feelings on the set.

Jobs often send you to other parts of town to perform simple tasks, like picking up food to bring back to the set or handing out flyers to promote a movie.

You are given a clear notification of a job and the parameters necessary to complete it on the left side of the screen. This job box tells you exactly what has to be done.

Map view also shows you where you need to go to complete the job, if it is outside the movie set. (Otherwise, on a task like staying late to clean a set, you just need to remain at work.)

Here are the jobs you may be asked to complete, including where you may be asked to go and potential rewards.

Film Jobs

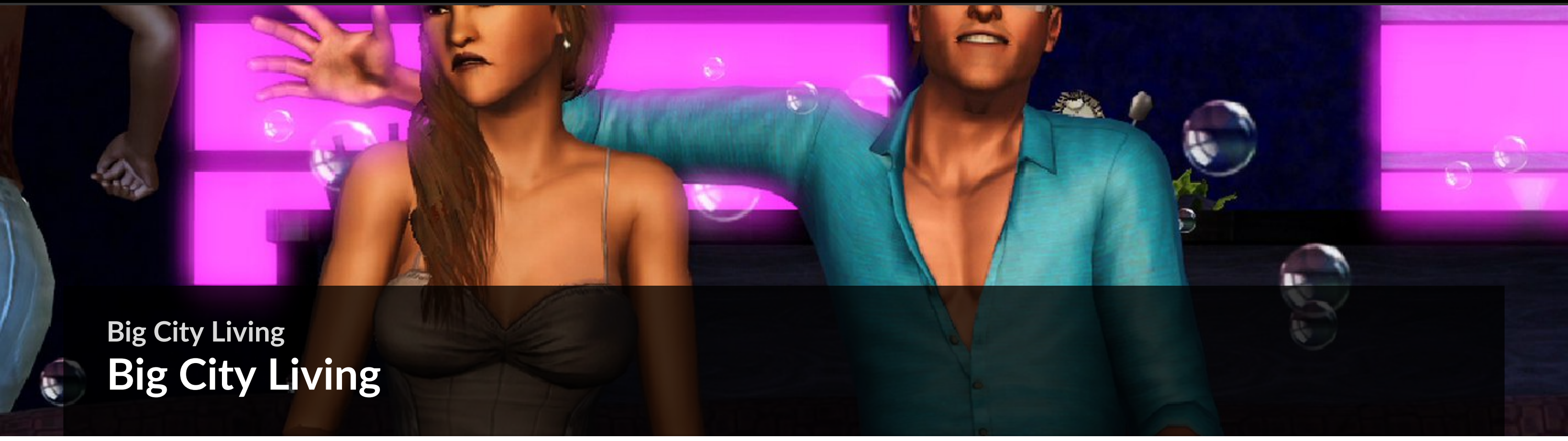
Job	Possible Target Venue/Lot	Length of time to complete (in hours)	Cash Rewards
Pick Up Food for Set	Restaurant	48	200
Promote Movie	Park, graveyard, pool, gym, beach, shop, stadium, or fishing spot	48	200
Research Competing Movie	Cineplex	48	200
Shoot B-Roll Footage	Park, graveyard, pool, gym, beach, or fishing spot	48	200
Research Acting Role	Any venue	48	200
Promote Movie in Bar	Marked bar	48	200
Hold Audition	Movie set, Cineplex	48	200

Career Opportunities

The Film career has a series of opportunities unique to those pursuing silver screen dreams. Use this chart of opportunities to see how to complete the opportunities randomly offered to Film career Sims and what rewards await:

Film Opportunities

Opportunity	Description	Location	Requirement	Reward
Reading Books	Read book to improve career performance and then come back.	Movie Set	Read book and return to work.	Career Performance Relationship with Boss
Learning Lines	Your Sim needs to read their latest script so they're ready to act. Read it and come back to work.	Movie Set	Read script and return to work.	Career Performance Relationship with Boss
Script Review	Your Sim needs to review the latest script so they'll be ready to direct. Read it and come back.	Movie Set	Stay late at work.	Career Performance Relationship with Boss
Late Night Shoot	Looks like today's shoot is going a little long. Stick around and the boss will like it.	Movie Set	Stay late at work.	Career Performance Relationship with Boss
Set Clean Up	Turns out the pie fight scene was messier than expected. Stick around and clean it up and the boss will like it.	Movie Set	Stay late at work.	Career Performance Relationship with Boss
Teaching the Kids	The school would like your Sim to come teach an acting class at the school.	School	Teach acting class at school. Return to work.	Career Performance Cash
Uncle Sim Wants YOU	The military would like your Sim to direct their newest recruitment commercial.	Military Base	Film commercial at military base. Return to work.	Career Performance Cash
Emergency Interviewer	The local news station lost their cameraman and they need a replacement stat. Go to the business complex.	Business Center	Shoot interview at business center.Return to work.	Career Performance Cash
Celeb Cameo	The director really wants a local celebrity to cameo in their movie. Convince Sim X to do a cameo.	Celebrity Location	Convince Sim X to do a cameo. Return to work.	Career Performance Relationship with Boss.
State of the Union	The mayor of the town wants to give a State of the Union address and wants to make sure it goes off without a hitch. Your Sim could run the production and make sure everything goes smoothly.	City Hall	Film State of the Union for the mayor. Return to work.	Career Performance Cash
More Exposure	The boss thinks that it would really benefit your Sim's career if they got some more exposure. Gain a celeb level and come back.	Movie Set	Gain a celeb level. Return to work.	Career Performance



Big City Living

Big City Living

To entice Sims to move to the exciting metropolis of Bridgeport, city officials have issued this inviting description of the city: “Founded by Ebenezer Alto at the turn of the century, Bridgeport was once a busy shipping town inhabited by sailors and smugglers.

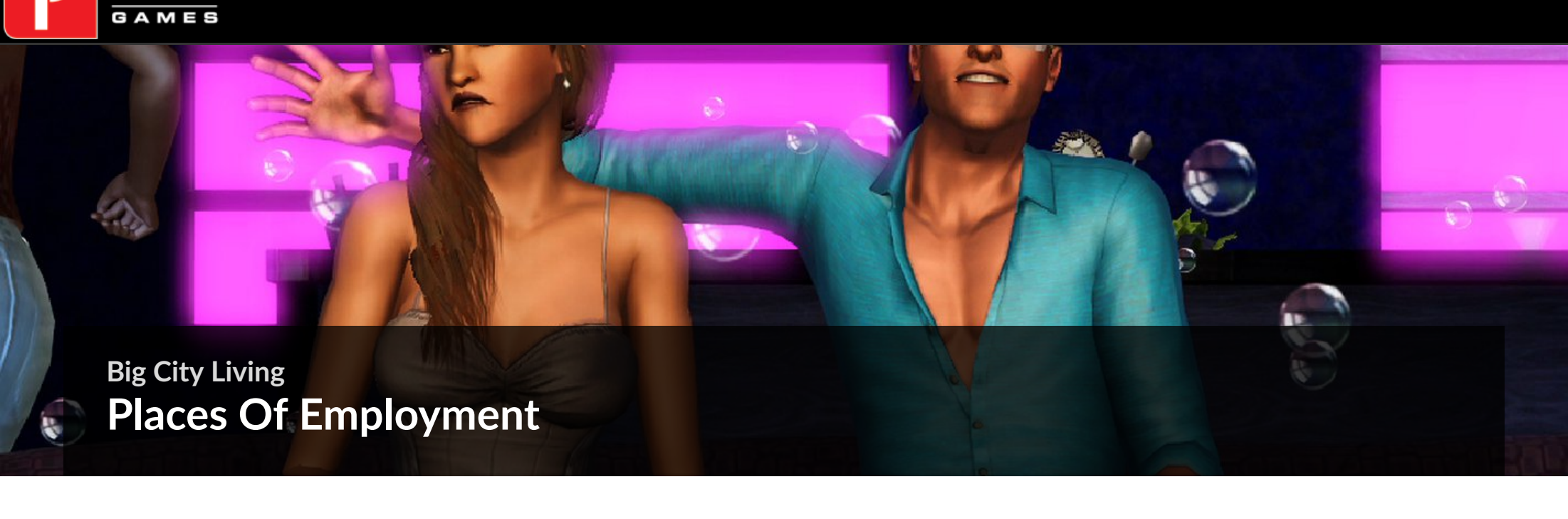
However, when the film industry came to the city, celebrities, Simoleons, and the sparkling lights of fame took over.

Now a vibrant city with an energetic night life and bustling club scene, Bridgeport has made its mark on the map. With all the lights on, will its past ever resurface?”

Brownie Bites

Late Night introduces new multi-use venues in downtown Bridgeport.

Some venues now host multiple careers, such as the Public Service Office that serves as home base for the Law Enforcement, Political, and Military careers.

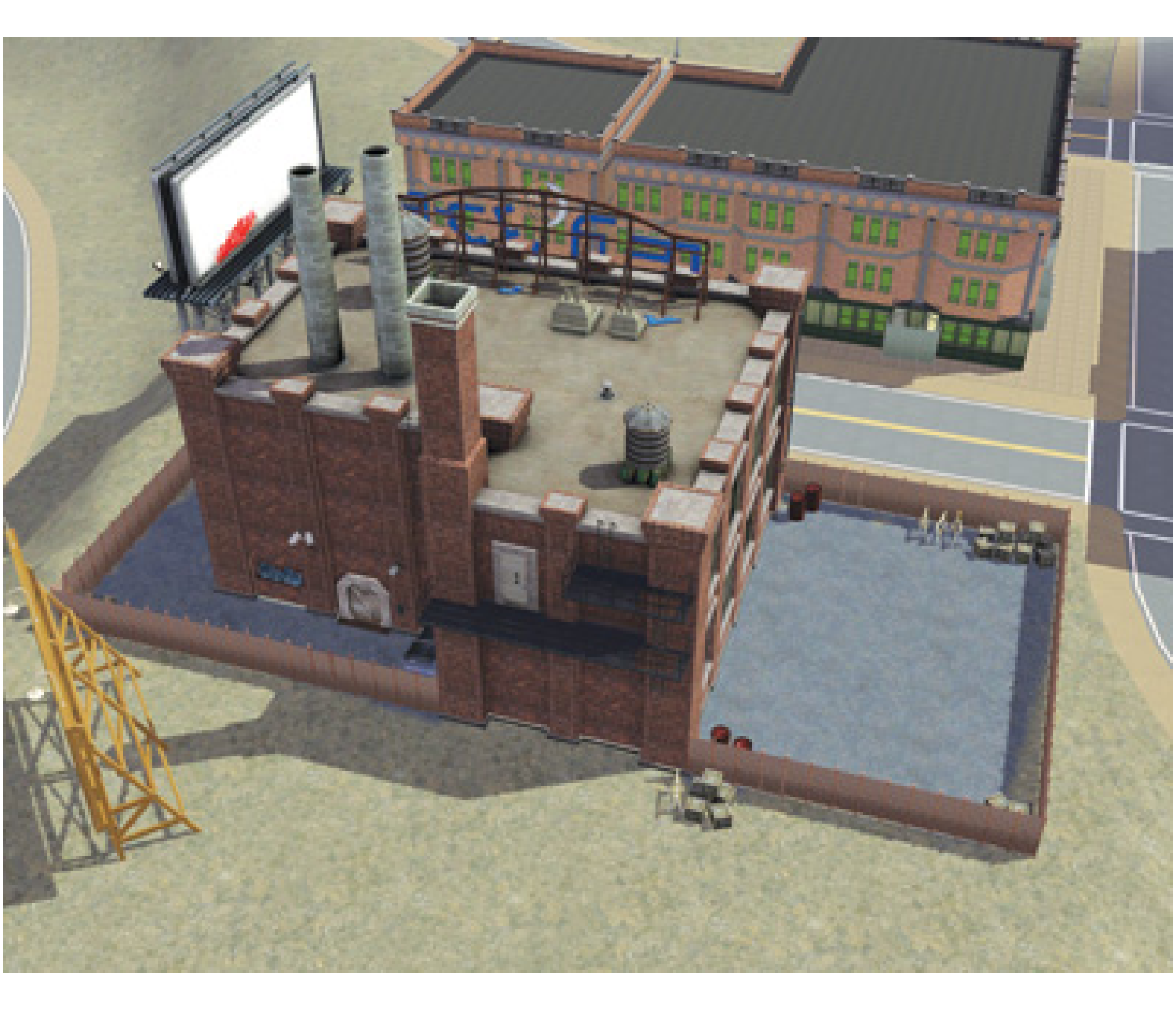


Places Of Employment

Many of the places you check into to land a career also offer special events or classes. The areas around these facilities are interesting to explore because you can run into new Sims and socialize with them, and you can find cool objects to collect such as seeds and butterflies.

When opportunities arise, many of these locations will get new interactions specific to the corresponding opportunity, such as attending an athletic event or donating something to science.

East Tradewinds Shipping Co.



Interactions

Join Criminal Career
Raid Warehouse (Special Agents only)

The East Tradewinds Shipping Co. looks like an unassuming waterfront warehouse. Nothing sinister going on here, right? Wrong.

This is where Sims interested in a life of crime report, ready to take their marching orders from the big boss of the Bridgeport crime syndicate.

The warehouse is not the only career stop for criminals, though. Sims in the Law Enforcement career also pay visits to the warehouse while hoping to shine a light on the city's seedy underbelly.

Tip

Once a Sim initiates a life of crime, burglars no longer threaten his or her house.

Hogan's Deep-Fried Diner

Interactions

Join Culinary Career
Attend Cooking Class (§400)
Eat Here (prices vary)
Get Drinks (prices vary)

Not every dining experience has to be formal. Sometimes, Sims just want to elbow up to the counter and dig into some good ol' diner grub.

Hogan's Deep-Fried Diner is just the spot for cheaper eats than those found at the eatery in Steve's Business and Restaurant Complex.

And don't think for a second that somehow the food at Hogan's won't give your Sims a mood boost. Eating out in general makes Sims happy. Hogan's is also where food-minded Sims can take a Cooking class or dive into the Culinary career.

There is no difference between the class or career structure for either job between Hogan's and the restaurant at Steve's complex.

Landgraab Marine Science Facility

Interactions

Join Science Career
Attend Gardening Class (§400)
Attend Logic Class (§400)
Tour Science Lab
Donate Insects to Science

The waterfront Landgraab Marine Science Facility is the jumping off point for the Science career. Sims with a green thumb should come here, too.

This is where you take the gardening class that acquaints you with the basics of planting and growing seeds into harvestables.

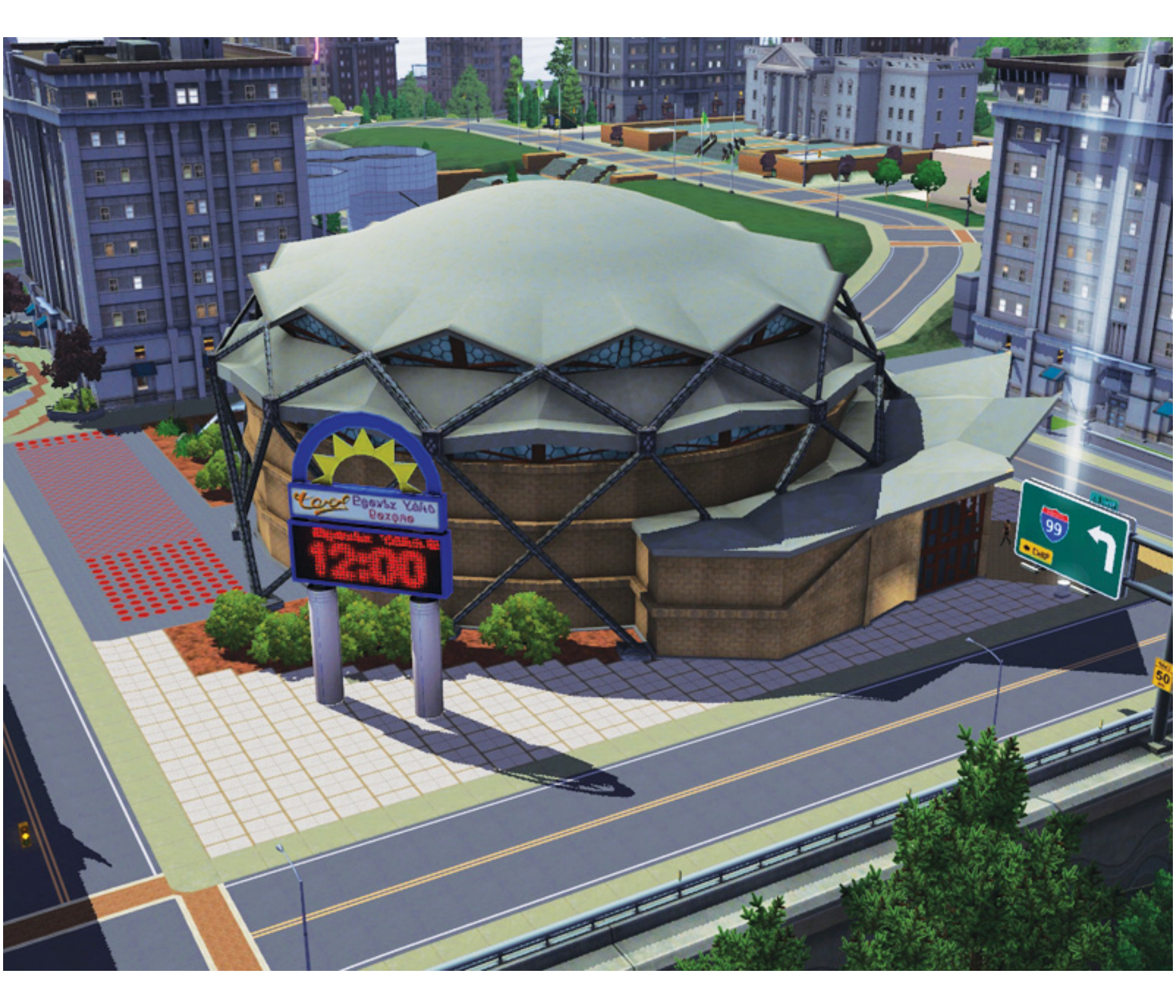
Sims who want to expand their horizons should check out the Logic class, which starts another skill track that can lead to chess victories and celestial spotting via the telescope.

Sims can also tour the science lab, but unless they already have at least a slight interest in the sciences, they may be bored by the excursion.

Tip

For extra Simoleons, sell the lab some of the insects you've caught while exploring Bridgeport.

Llama Co. Stadium



Interactions

Join Professional Sports Career
Attend Athletic Class (§400)
Attend Game (§60)
Attend Concert (§60)

Llama Stadium is the go-to place in Bridgeport for Sims pursuing the Athletic career. As they work their way up the ladder, going from a towel holder to a superstar, they report to this waterfront stadium on a near-daily basis.

However, the stadium hosts more than the Athletic career. Sims that want to pursue the Athletic skill can get off to a rocking start by taking the Athletic class here.

Professional sporting events also unfold at the stadium, which result in big mood boosts for Sims. Concerts are another special event at the stadium that boost mood, especially if the attending Sims like music.

Note

If a concert or game is greyed out, the event is in session and cannot be attended.

Tip

Keep an eye on the morning paper to see which classes at any venue are discounted that day. Save those Simoleons!

Movie Cineplex

Interactions

Join Music Career
Attend Guitar Class (§400)
Attend Piano Class (§400)
Attend Bass Class (§400)
Attend Drums Class (§400)
Tour Cineplex
See Movie (§40)

The Movie Cineplex is the destination for Sims with a penchant for music.

Whether it is to launch a Music career that will eventually take you to super-stardom (maybe you can throw a concert at that stadium?) or just a place to start noodling around on the snare, the Cineplex is definitely one of the first places musicians should stop.

Here, you can also take in a film and enjoy a great entertainment boost that lasts for hours. This is a relatively inexpensive way to get a mood boost, which can prove beneficial for performance at work the following day.

You can also tour the Cineplex to blow off a little steam. However, if your Sims have no artsy genes, the tour will only leave them bored.

Tip

If you win awards in the Film career, come to the Cineplex to accept them in front of your adoring fans.

Plumbob Pictures Backlot

Interactions

Join Film Career
Tour Set

Welcome to the dream factory! The Movie Set is where Sims interested in the Film career (either the Acting or Directing branches) report...and then take the lowest paying gig just to get their foot in the door.

The soundstage here at the set is always busy; Sims are working overtime to produce the next big blockbuster that will unspool on movie screens around the planet.

Note

Sims that love art should definitely enjoy the tour of the set to relax and have a little fun.

The set on the side of the soundstage is often switched out for different movies in production.

Public Services Office

Political/City Hall Interactions

Join Political Career
Attend Charisma Class (§400)
Tour City Hall

The Public Services Office is a huge feature in Bridgeport. Here, Sims can begin career in politics and also seek out the Charisma class, which will make them more effective at socialization.

City Hall tours are a source of fun for Sims, too, and help out with satisfying the social need. City Hall is also where Sims earning medals for career achievements (more on this in the Careers chapter) go for their accolades.

Tip

Even if you do not want to devote serious time to the Charisma skill, taking the class is a good start for just making your Sims a little more adept at socialization.

Charisma unlocks a few new socials, which help with important relationship building (and saving!).

Law Enforcement Interactions

Join Law Enforcement Career

The Police Department isn't much of a tourist-friendly place.

In fact, the only things to do at this location are join the Law Enforcement career track (and then report back if you indeed accept the badge), For more on this career, please see the Careers chapter.

If a Criminal Sim is caught, they are sent to the jail, which is located inside the building.

Military Interactions

Join Military Career
Attend Handiness Class (§400)

Report to this venue to enlist in the Military career.

The main reason for visiting the base is to join the ranks of Bridgeport's bravest, but any Sim tired of paying repair technicians to fix appliances that constantly go kaput should also come here and enroll in the Handiness class.

Your Sim will get started in the art of tinkering, which can be a real money-saver once the skill has been developed.

Sacred Spleen Memorial Hospital

Interactions

Join Medical Career

The Sacred Spleen Memorial Hospital is where Sims who desire Medical careers go to ply their trade. This is not a place to tour and play, as there are no other options for citizen Sims at the hospital.

However, young doctors working their way up the new Medical career will spend a lot of time at this venue working with patients, issuing vaccinations, and helping out at free clinics.

Steve's Business and Restaurant Complex

Business/ Journalism Interactions

Join Business Career

Join Journalism Career
Attend Writing Class (§400)

Steve's Business Complex is the first stop for Sims interested in either the Business or Journalism career.

Titans of industry and star news anchors rub elbows here, making it a fun melting pot of talent. Many opportunities also bring Sims to this business park.

The venue also hosts the classroom for the Writing skill. If you want to speedily start developing the trait, come here and enroll.

Once the skill development process is under way, use a computer at home or at the reading room to advance the talent and work on what could be some very profitable novels.

Culinary Interactions

Join Culinary Career
Attend Cooking Class (§400)
Eat Here (prices vary)
Get Drinks (prices vary)
Eat Outside (prices vary)

The restaurant at Steve's massive complex is one of two places in Bridgeport where Culinary careers can be launched. If your Sim has the gift of cooking, then this is a great place to make a living.

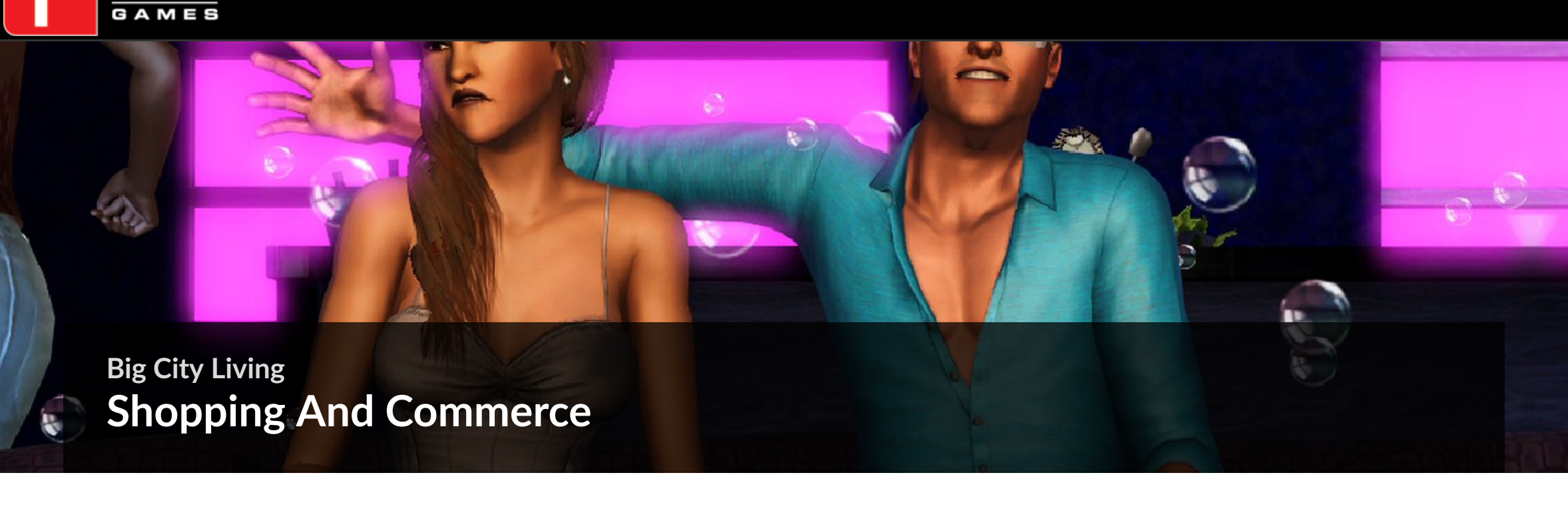
But even if you don't saunter through the front doors with a Natural Cook trait on your resume, the Cooking classes here are sure to help develop this skill.

Tip

When you dine here, stay for dessert to get a big mood boost!

Note

You automatically change into your formal wear if you choose to wine and dine at Steve's.



Big City Living

Shopping And Commerce

Bridgeport's economic ecosystem requires places to spend hard-earned Simoleons to remain healthy. In addition to the restaurants in the previous section, there are three places to trade money for goods and services.

Spending Simoleons at these locations not only helps with skills and needs, but also with inspiring moodlets that boost overall mood and keep those Lifetime Happiness Points rolling in on a regular basis.

Wilki's Fabulous Books & Bath

Bookstore Interactions

Shop for Books (prices vary)
Get Part-Time Job

This bookstore sells a variety of books that fulfill a number of goals and provide great fun. The bookstore contains skill developing manuals that help with the growth of Cooking, Logic, Inventing, Fishing, and other talents.

The shop also sells recipes that expand the repertoire of cooking Sims, sheet music for Sims who love to play the guitar, and more.

Note

There are three new skill developing books on Mixology on sale at the bookstore.

Note

Teenagers in school and Sims with creative/artistic pursuits (such as sculpting or painting) that aren't compatible with a full-time job can also seek a part-time gig at the bookstore.

For just a few hours a day, Sims can pull in some cash to keep the fridge stocked with food and books on the shelf.

BOOKSTORE INVENTORY – GENERAL

Title	Genre	Price
Point Farmer	Autobiography	§25
The Warlock of Palladia	Fantasy	§35
Where's Bella?	Children's	§40
The Adventues of Raymundo	Children's	§50
Murder in Pleasantview	Mystery	§65
A Magnetic Attraction	Trashy	§80
Commitment Issues	Drama	§130
Stragedy and Other Messterpieces	Humor	§135
Zombies? Zombies!	Sci-Fi	§180
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	§200
Abstract with Turkey	Fiction	§210
Unicorns for Audrey	Fantasy	§210
Exit at Powell	Satire	§230
Gpod	Sci-Fi	§250
Baby Incoming: Preparing with Vigilance	Non-Fiction	§300
The Economy	Political Memoir	§310
How to Spin Plates	Non-Fiction	§360
Game of Thorns	Mystery	§405
The Crumplebottom Legacy	Historical	§480
I'm Still Cool	Humor	§535
Thunking	Fiction	§580
Llama Rights	Historical	§610
Special Snowflake	Romance	§705
On the Margins	Satire	§780
The Point of Pointilism	Non-Fiction	§875
No Expecting Much	Vaudeville	§940
The Noble History of Socks	Biography	§1,000

BOOKSTORE INVENTORY – SKILL

Title	Skill	Level Req.	Price
Logic Vol. 1: Knights vs. Bishops	Logic	0	§50
Cooking Vol. 1: Too Much Salt!	Cooking	0	§50
Handiness Vol. 1: Unplug It First!	Handiness	0	§50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	§350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	§350
Charisma Vol. 2: Talking to Anyone	Charisma	3	§500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	§500
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	§500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	§500
Handiness Vol. 2: Turn Off the Water	Handiness	3	§500
Charisma Vol. 3: Becoming Irresistable	Charisma	6	§750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	§750
Gardening Vol. 3: Gardening to Riches	Gardening	6	§750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	§750
Logic Vol. 3: 3.14159265	Logic	6	§750
Improve Mixology 1	Mixology	0	50
Improve Mixology 2	Mixology	3	500
Improve Mixology 3	Mixology	6	750

BOOKSTORE INVENTORY – Sheet Music

Item	Instrument	Level Req.	Price,
Far Yonder Across the Water	Bass	5	100
March of the Gnomes	Drums	5	100
Black and Ivory	Piano	5	100
Yes Ma'am I Do	Guitar	5	100
Stringing Her Along	Bass	6	250
Flamenco Fever	Guitar	6	250
Doodle Dance	Piano	6	250
A Little More Cow Bell	Drums	6	250
Melodic Therapies	Piano	7	425
Delucci and I	Bass	7	425
A Perfect Moment	Guitar	7	425
Glowing Eyed Girl	Drums	7	425
Twinbrook Skies	Piano	8	600
Into the Foggy Trees	Bass	8	600
Barrier rope Rendezvous	Drums	8	600
Improvise Here and Now	Guitar	8	600
Finale de Repaso	Bass	9	1,400
Raging Siren	Drums	9	1,400
The Grand Fiasco	Piano	9	1,400
Dream Escape	Guitar	9	1,400

BOOKSTORE INVENTORY – CHILDHOOD DEVELOPMENT

Title	Price
Jimmy Sprocket and the Squishy Stone	§50
Bluish Eggs with a Side of Pastrami	§50
Counting for Those Who Cannot	§50
Finger Painting 101	§50
Handprints of the Masters	§125
Jimmy Sprocket and the Chalice of Lichens	§125
Squares Are Not Triangles	§125
Frank I'm Not	§125
Oh the Destinations You'll Briefly Visit	§210
Don't Stay Within the Lines	§210
Jimmy Sprocket and the Escape from "Fun" Land	§210
Being Smart for Fun and Profit	§210

BOOKSTORE INVENTORY – Fishing

Item	Level Req.	Price
The Wee Swimmers: Reeling Anchovy and Minnow	1	§100
The Whiskered Deep: Catfish and You	1	§200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	§300
All That Glitters Is Goldfish	4	§400
Predators of the Deep: Piranha, Shark, and Swordfish Tips	4	§600
Sushi Swimmers: How to Catch Tuna, Salmon, and Blowfish	4	§700
Heavenly Delicacies: Hooking Angelfish and Lobster	6	§1,000
Binary Fishing and Analog Bait for Robot Fish	6	§1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	§2,500

BOOKSTORE INVENTORY – RECIPES

Recipe Name	Level Req.	Price
Ratatouille	1	§25
Fish and Chips	3	§50
Cookies	3	§100
Fruit Parfait	4	§200
Cheesesteak	5	§300
Cobbler	6	§450
Eggs Machiavellian	7	§5,890
Tri-Tip Steak	8	§650
Stuffed Turkey	9	§800
Baked Angel Food Cake	10	§1,000
Ambrosia	10	§12,000

Spa Interactions

Get Part-Time Job as a Spa Specialist
Get Part-Time Job as a Receptionist
Get Tattoo (§300)
Get Massage: Quick Shiatsu Massage (§50)
Get Massage: Relaxing Swedish Massage (§250)
Get Massage: Deep Tissue (§50)
Get Facial: Mini-Facial (§50)
Get Facial: Mud Facial (§200)
Get Facial: Seaweed Facial (§500)
Body Treatments: Steam Bath (§250)
Body Treatments: Salt Scrub (§750)
Body Treatments: Volcanic Clay Bath (§1,500)
Salon: Manicure (§25)
Salon: Pedicure (§50)
Salon: Pedicure/Soak: (§100)
Packages: Great Escape (§1,000)
Packages: Relaxing Rendezvous (§3,000)
Packages: Soothing Salvation (max. price §7,500)

Sims like to be pampered and no place powders 'em up better than the day spa. At this day spa, Sims can come in for a variety of personal treatments, from massage to manicures.

Prices for these services range from §50 to §7,500, but you get what you pay for. The more expensive the service, the longer the effects last after the Sim leaves.

Moodlets from the day spa include benefits like Smooth Skin and Completely At Ease. These moodlets can last for days, too, giving you real bang for your buck.

The day spa offers two different part-time jobs. Sims can grab a few hours a day behind the receptionist's desk or slather healing mud on the well-to-do as a spa specialist.

The pay isn't spectacular, but the hours are perfect for Sims with other pursuits.

Tip

Want to buy a Lifetime Reward but are short on Lifetime Happiness Points? You can essentially buy them by sending Sims to the day spa and getting treatments that pop their moods into the bubble for an extended time.

Mike's Cornerstore

Interactions

Shop for Groceries
Get Part-Time Job
Attend Fishing Class (§400)
Sell Harvestables
Sell Fish

Need to get some produce or meat for recipes or to use as bait when fishing? Then make a stop at Mike's Cornerstore. Here, Sims can shop for groceries and some housewares (like a rubber ducky).

Commerce goes both ways at the grocery store, though. Sims who grow fruits and vegetables can sell these here for profit. And Sims who like to put a hook in the water can also sell their haul to the shopkeeper for cash.

Note

The market is another place Sims can go for a part-time job in the evenings after school. There are no full-time jobs available at this location.

Supermaket Inventory

Produce

Item	Price
Tomato	§3
Lettuce	§3
Apple	§5
Grapes	§5
Onion	§8
Potato	§8
Lime	§11
Watermelon	§11
Bell Pepper	§15
Garlic	§18
Plasma Fruit	§30

Home

Item	Price
Birthday Cake	§30
Duckworth of Billington	§40
Mood-Lite Candle	§65
World's Brew Bubble Bath	§100

Fish

Item	Price
Anchovy	§5
Catfish	§6
Goldfish	§6
Rainbow Trout	§9
Tuna	§11
Salmon	§14
Black Goldfish	§16
Swordfish	§17
Lobster	§25
Kissing Gourami	§8

Meat and Cheese

Item	Price
Links	§8
Cheese	§8
Egg	§11
Patty	§24
Roast	§30
Steak	§30

Subway System

Bridgeport is a massive city, linked together by an advancing subway network that will get your Sims wherever they need to go within the downtown area.

When you direct your Sim to a joint on the far side of town, the Sim will automatically use the subway (if it makes sense) to get from point A to point B.

To see all the subway locations, just turn on the Subway filter in Map View. Subway stations are typically named after the venue closest to them. The subway stations in Bridgeport are:

Overlook Point Station
The Prosper Room Station
Powell House Station
Maloney Tower Station
The Simerset Station
Bridgeport Sports Zone Station
Public School 67 Station
Bridgeport General Station
Landgraab Marine Science Facility Station

You can select a subway station and choose which one you wish to pop out of after the ride. Just left click on a station and choose the "Travel to" interaction, and then select the destination from the list.

Another thing to do in subways: Play for Tips. Musicians (at level 5) with a portable instrument can duck into a subway and play their music for a few hours in hopes of earning extra cash, just as you have been able to do with the Guitar skill since The Sims 3 base game.

One huge caveat about using the subway: It can be dangerous. Every time you use the subway, there is a small chance that your Sim will be mugged before they resurface at their destination.

Mugging not only means a loss of Simoleons (never a large amount, but irritating nonetheless), but also the negative Mugged moodlet that lasts for some time.

Food Trucks

In addition to the local eateries in Bridgeport, Sims can also grab a quick bite at food trucks that motor around the city.

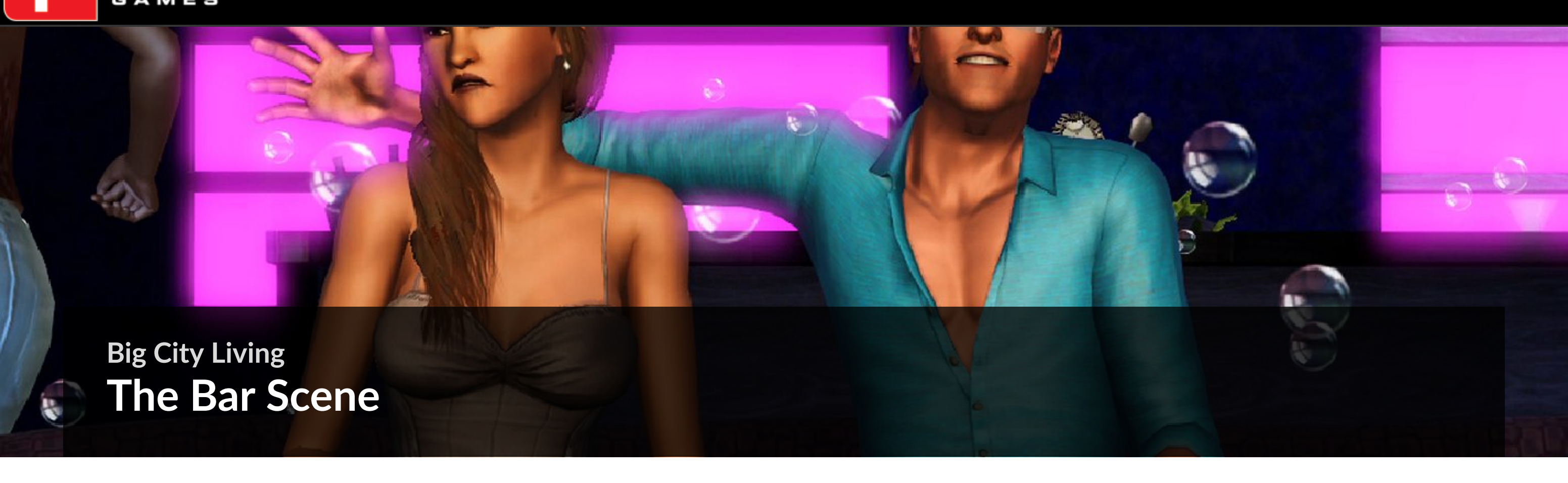
When Sims spot a food truck pulled up into a special parking spot outside a busy venue or community lot, they only need approach the window and use the Order Food interaction.

This opens up a small menu that changes depending on the truck. Items could include hamburgers, hot dogs, chowder, and burritos.

There is a chance that the Sim will get the new Greasy moodlet, a positive little bump from gobbling on some sinful food. (Slob Sims have a higher chance of getting this moodlet).

Conversely, there is a chance your Sim will get the negative Food Poisoning moodlet, which makes them a little sick.

Thankfully, it does not last as long as Greasy. Oh, and Snob Sims have a higher chance of getting Food Poisoning.



Big City Living

The Bar Scene

Sims don't move to Bridgeport to sit home and practice their chess. They come here to see and be seen, and there is no better place to accomplish this goal than the local bar scene.

Bridgeport's night life is bumpin' almost seven nights a week, as Sims spread out across town to grab a cheap drink at a dive bar, dance the night away at a club, or hopefully brush up against the rich and famous at an exclusive lounge.

If you want to get the most out of your time in Bridgeport, you too will jump into the bar scene with both feet. But do not expect to waltz through the doors of the Prosper Room, Bridgeport's ritziest lounge, on your first evening.

You may not even make it through on your 20th evening. But if you follow the strategies detailed in the celebrity chapter, Popularity Contest, the barrier ropes that bar entry to lesser Sims will magically melt away.

There are three varieties of bars in Bridgeport: Dive bar, dance club, lounge. Knowing what to expect at these bars, such as the days with the most action or the drink prices, will help ensure you have a good night out.

So study up on the scene and then get to work on raising your profile, because if you don't you'll spend a lot of nights in the same dive bar over and over again, eating wings and watching the game. (However, for some Sims, that's a perfect night out—and there's absolutely nothing wrong with that.)

Hours of Operation: These are the hours in which the bar is open and welcoming new customers—well, at least those able to get past the ropes.

Prices: The general price range of food and drink.

Happy Hour: During these hours, food and drinks are discounted.

Peak Time: Between these hours, you are likely to see the maximum number of Sims in the bar.

Peak Day: Every bar type has a peak day when they pack 'em in. On other days, you risk showing up to a ghost town. Hot spots are designated on Map View with a red triangle.

Maximum # of Guests: This is the limit of Sims that can be inside the bar.

Clientele: These are the kind of Sims the bouncer (if there is one) allows through the door.

Number of Celebs Typically Onsite: Looking to hook up with celebrities? Use these figures to see where you may have a good chance of running into one.

Bouncer: Is there a bouncer onsite to deny you entry?

Unappreciated Traits: Sims with these traits are not likely to fit in very well at this type of bar.

Tip

Don't have the celeb cred to get past the bouncer or velvet rope? Computer Whiz Sims can use a computer and attempt to hack the guest list!

Note

Be sure to try out all the new bar food items that you can only find in Late Night's club scene, such as Hot Wings and Shrimp Cocktail.

Dive Bar

Hours of Operation: 11 a.m.-3 a.m.

Prices: Low

Happy Hour: 5 p.m.-6 p.m.

Peak Time: 2 p.m. lunch crowd

Peak Days: Wednesday, Thursday

Maximum # of Guests: 8

Clientele: Average Sims

Number of Celebs Typically Onsite: None

Bouncer: Only the Bridgeport Sport Zone

Unappreciated Traits: Snob, Coward, Neat, Family-Oriented

Dive bars are "everybody knows your name" joints that welcome anybody through the doors without checking their celeb status or pocketbooks. Keeping the average joe in mind, dive bars set lower prices on the menus.

Dive bars tends to have amusements onsite, such as darts and shuffleboard. These are good places for socializing (but watch out for somebody with a chip on his shoulder, ready to start a fight) and starting to make a name for yourself through selfless acts like buying the bar a round of drinks.

The bar food at dive bars is cheap-but itís still better than the stuff you make before you starting developing the Cooking skill.

Tip

When you first arrive in Bridgeport, get settled into your place...and then head out to a dive to start meeting folks.

Dance Club

Hours of Operation: 5 p.m.-4 a.m.

Prices: Medium

Happy Hour: None

Peak Time: Midnight

Peak Day: Saturday

Maximum # of Guests: 14

Clientele: Mixed

Number of Celebs Typically Onsite: 3-5

Bouncer: Yes

Unappreciated Traits: Frugal, Loner, Loser

Thumping bass. Swirling lights. Swiveling hips. The dance club is the place to go on a Saturday night to get down and have a great time with your friends. But don't just stick to the group.

Chat up strangers, ask Sims to dance—who knows, before the sun comes up you may be bringing a new friend (with benefits) back home to your hot tub. These are typically the most crowded bars because of their size, little bit of status, head to dance club so you can meet even more Sims—and continue working your way up the fame ladder.

Tip

Social-oriented Sims fare the best at the dance clubs because of the sheer number of potential strangers you can meet. Schmoozers and Charismatic really have a leg up in these places.

Lounge

Hours of Operation: 2 p.m.-2 a.m.

Prices: High

Happy Hour: None

Peak Time: 11 p.m.

Peak Days: Friday, Saturday

Maximum # of Guests: 10

Clientele: Celebrity, Rich

Number of Celebs Typically Onsite: 1-3

Bouncer: Yes

Unappreciated Traits: Frugal, Loner, Loser

These are the toniest night spots in Bridgeport, and thus the hardest to get into. You can attempt to sneak in through a hack or a back door, but it's more likely that you'll just have to wait until you have a few stars to your name or are in a celeb's group before you breeze by the barrier ropes of the lounges.

That might be for the best, too, because the prices are the lounges are the highest in the city. If you try to impress Sims by buying rounds of drinks, be prepared to part with some serious coin.

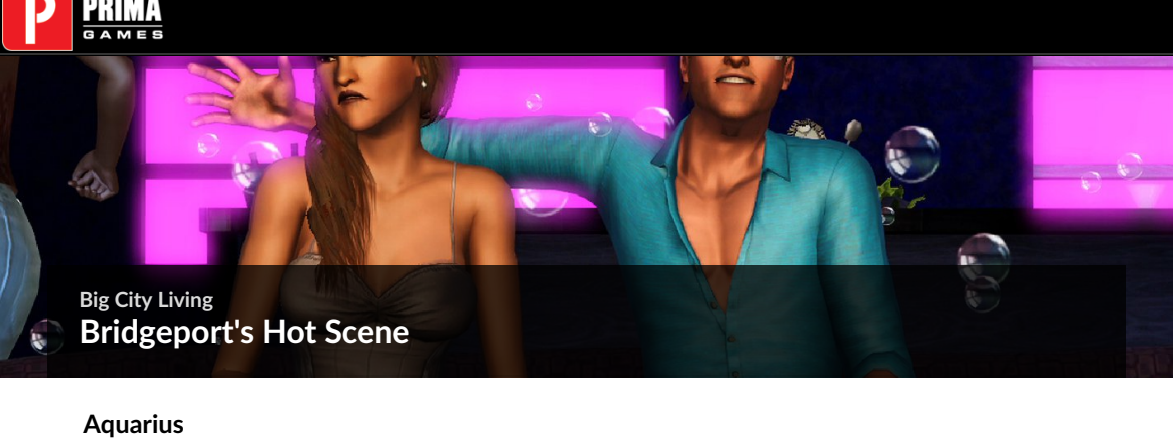
Tip

The classy atmosphere of a lounge sets the right tone for making the move on a would-be love interest.

The quality of the fare at the lounges is as high as the prices! But you will get great moodlets off this quality cuisine.

Note

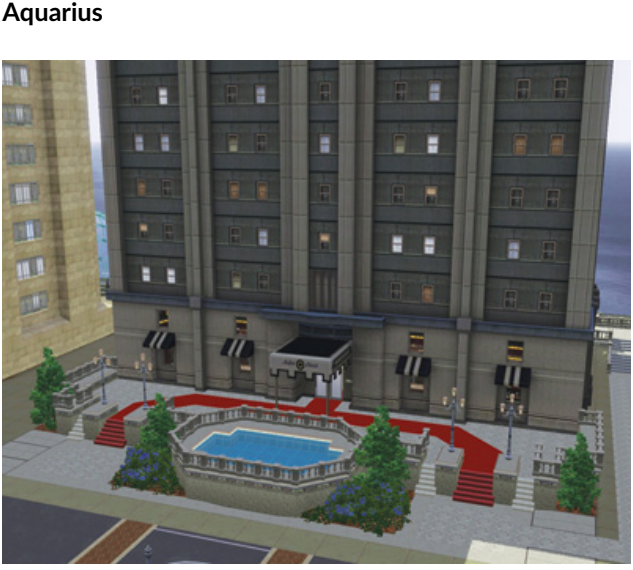
By the way, once you install Late Night, you can use Edit Town to place bars in other cities like Riverview and Sunset Valley.

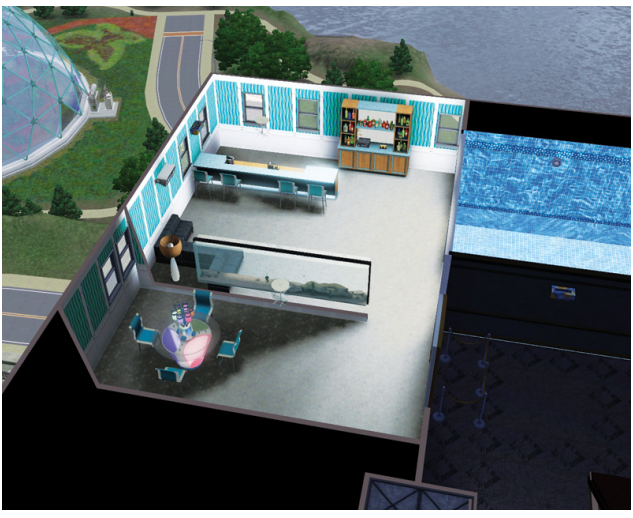


Big City Living

Bridgeport's Hot Scene

Aquarius





Type of Bar: Dance Club

aquarius menu

Drinks

Item	Price
Spline Reticulator	11
Flaming Flotsam	15
WooHoo on the Beach	17
Barnacle Breeze	11
Tropic Twister	15
Caribbey Cooler	11

Food

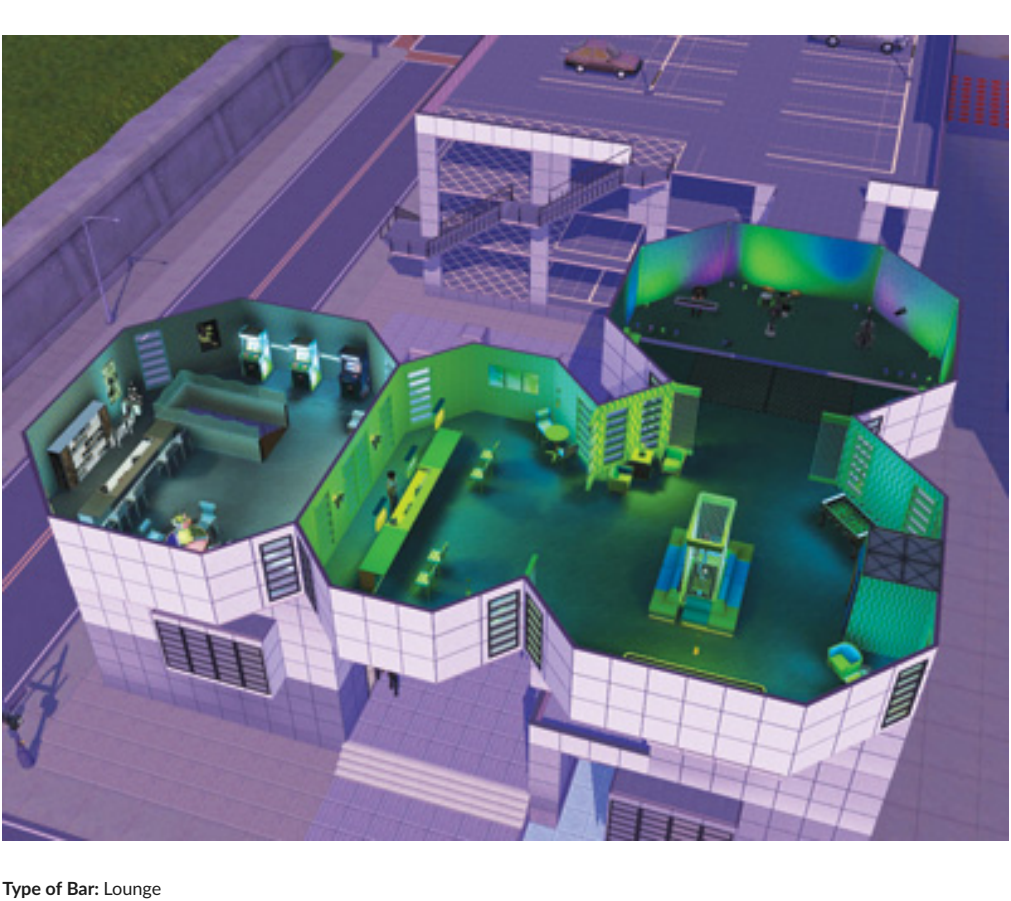
Item	Price
Autumn Salad	22
Nachos	17
Sushi	55
Fruit Parfait	55
Shrimp Cocktail	33

Aquarius is a pool-themed dance club at the very top of a downtown high-rise building. The club has two floors. The lower floor—where you enter—is small because so much real estate is consumed by the rooftop pool. However, there is a bar on the lower level, as well as seating and a bathroom.

But the rooftop is where the party is. Up there, you have a huge pool for guests to cool off in when the night gets too hot. There is a second bar on the rooftop, as well as a dance floor, hot tub, and bubble bar.

This is a happening spot quite often, so make sure your Sim has cool swimwear just in case the desire for a dip ever overwhelms.

Banzai Lounge



Type of Bar: Lounge

Banzai Lounge menu

Drinks

Item	Price
Spline Reticulator	15
Feng Shui Fountain	15
Sapphire Samurai	15
Kozui Kooler	15
Sakura Shoji Sweetness	21
Zen Zinger	21
Kyoto My Heart	24

Food

Item	Price
Autumn Salad	30
Sushi	75
Dim Sum	180

The Banzai Lounge is a glitzy, Asian-themed lounge in downtown Bridgeport. Most guests come through the elevator and pop right out into the heart of the lounge. To the right, a small stage is ready to host the latest hot band.

But straight ahead is a mixologist that's more than capable of whipping of some wonderful (and expensive) drinks. There is a secondary lounge behind the main bar with a handful of Arcade Machines (exercise that hidden skill!), a smaller bar, and a bubble bar.

This is a great place to been seen, but unless you're a celeb, don't plan on ruling this roost just yet.

Bridgeport Sport Zone

Type of Bar: Sports Bar

Bridgeport Sport Zone Menu

Drinks

Item	Price
Flaming Waylon	8
Hogan's Deep-Fried Juice	7
Bad Referee	5
Bad Cheerleader	8
Winning Streak	9
Spline Reticulator	5

Food

Item	Price
Nachos	8
Cheesesteak	25
Hamburger	30
Hot Wings	8
Onion Rings	8
Autumn Salad	10

Every town needs a behemoth of a sports bar, and Bridgeport is no different. This huge room is packed with sports fans eager to watch the game on several flat-screen TVs and enjoy some good bar food.

Sims can also socialize over tavern games like shuffleboard, darts, and foosball, all three of which satisfy a cratering Fun need and contribute to socialization desires.

The two bars can seat several patrons, there is a good-sized stage for a band (but no dance floor), and there is plenty of walking space, too; this makes the Sports Zone an ideal place to throw a party without breaking the bank.

The Brightmore

Type of Bar: Dance Club

The Brightmore menu

Drinks

Item	Price
Spline Reticulator	10
Purple Gnome	10
Rockin Roller	14
Band Slam	14
Fan Fizz	10
Pink Bunny	10

Food

Item	Price
Nachos	16
Onion Rings	16
Hot Wings	16
Hamburger	60

The Brightmore is a banging dance club in the basement of one of Bridgeport's high rises. There are two dance floors for getting down with your bad self. And when it's time to cool off, order up from one of the Brightmore's dual bars – one per dance floor.

There is plenty of additional entertainment at this joint for Sims that don't feel like dancing. Arcade machines test skills. A Bubble Bar lets Sim have fun blowing colorful (and possible moodlet-altering) bubbles with friends.

And for really good friends, there's a hot tub in one of the smaller rooms. It's perfect for making a move.

Eugi's

Type of Bar: Dive Bar

Eugi's menu

Drinks

Item	Price
Tombstone Topper	4
Cherry Casanova	7
Stomach Churner	4
Party Popper	6
Shillelagh	6
Spline Reticulator	4

Food

Item	Price
Nachos	7
Stu Surprise	27
Spaghetti	22
Fish and Chips	19
Onion Rings	7

Eugi's is a charming basement bar in downtown that is just the right size for a small group of Sims to gather and have a great time without spending too many Simoleons.

The long bar has plenty of seating for everybody, and the menu prices will not frighten off any potential clientele.

After ordering, you can collapse into the plushy booths against the wall or try your luck (or skill) at shuffleboard and darts. There is a small stage and dance floor behind the bar that is complete with instruments.

Plasma 501

Type of Bar: Lounge

Plasma 501 menu

Drinks

Item	Price
Spline Reticulator	15
Dark Energies	21
Black Mood	15
Fallen Forever	24
Deep Despair	15
Deathflower Drops	18
Ectoplasmic Residue	15

Food

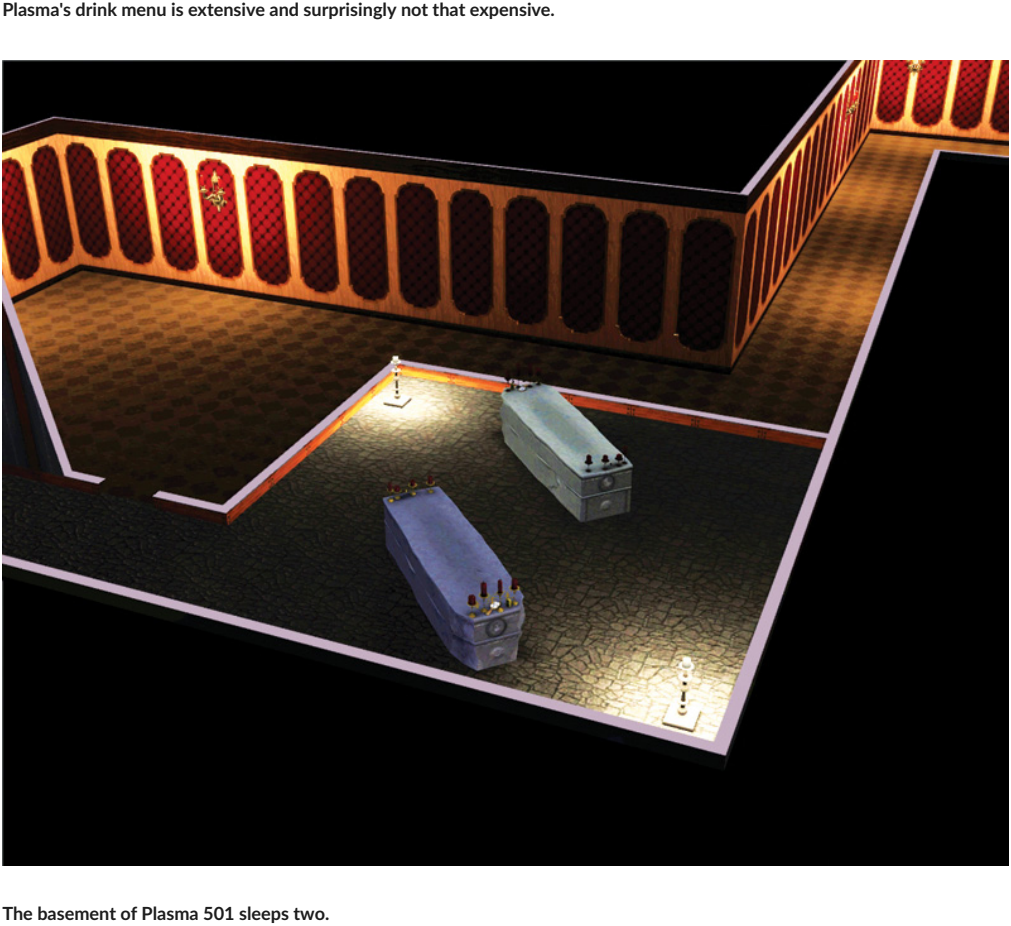
Item	Price
Autumn Salad	31
Ratatouille	46
Olive Platter	46
Shrimp Cocktail	46

If you are looking for the vampire bar in Bridgeport, you found it. However, when you first arrive at Plasma 501, it doesn't look quite like a den of the undead. Look closer.

The first floor of the bar has a nice stage for bands to play and comfortable seating for enjoying the music. There is a small dance floor for the vampires to vamp it up, too. Upstairs, though, is a professional bar set-up and some pleasant seating, which completes the lair. Well, "lair" might be a touch too gothic.

But it is definitely cozy enough for the local vamps, thanks to blood-red decor and plenty of comfortable lounge seating where the children of the night can ease the guard of the un-bitten.

Plasma's drink menu is extensive and surprisingly not that expensive.



The basement of Plasma 501 sleeps two.

The Grind

Type of Bar: Dance Club

The Grind menu

Drinks

Item	Price
Spline Reticulator	10
KTHXBYE	12
Neon Breeze	14
Glow Goo	14
Spotlight Polish	14
Melted Snowman	18
Alien Brain	16

Food

Item	Price
Nachos	16
Onion Rings	16
Hot Wings	16

An old waterfront warehouse pulls double-duty as the hottest industrial dance club in Bridgeport. This fairly exclusive joint serves up its fair share of celebrities that want to dance the night away under flashing lights.

The Grind has a substantial dance floor, so if you ever want to throw a dance party for a lot of guests, this is an ideal facility. The bar is a touch spendy, but the quality of the food and drink is worth it.

And if you have a few extra Simoleons in your pocket, why not buy a round for the house and see if you can't bank a few extra Celebrity Points while enjoying a night on the town?

The Prosper Room

Type of Bar: Exclusive Lounge

The Prosper room menu

Drinks

Item	Price
Spline Reticulator	17
Aristocratic Gimlet	24
Simoleon Sunrise	31
Vera's Glass of Sass	24
Pomegranate Passion	28
Simsmapolitan	17
Starry Sea	17

Food

Item	Price
Shrimp Cocktail	52
Olive Platter	52
Grilled Salmon	175

The Prosper Room is one of the swankiest joints in Bridgeport. If you want to search for stars, this is the center of the universe—but good luck getting in there yourself without some celebrity status (or hacking skills to get on the guest list).

The Prosper Room lives up to its name with high-priced drinks and fare, but the quality is also top notch. There is a stage for a full band on the lower level of the Prosper Room, but even on nights without a band, the Prosper's owners make sure there's live music. Look for a piano player on the stage at all times.

Upstairs, the Prosper is a bit quieter. Cozy seating offers plenty of places to relax and schmooze up to a celeb, or you can dip a toe in the corner hot tub. Just do everybody a favor and don't skinny dip.

Waylon's Haunt

Type of Bar: Dive Bar

Waylon's Haunt menu

Drinks

Item	Price
Big Mistake	6
Morcubus Molotov	6
Kneecapper	5
Llama Head	7
Sweet Hijinks	7
Spline Reticulator	5

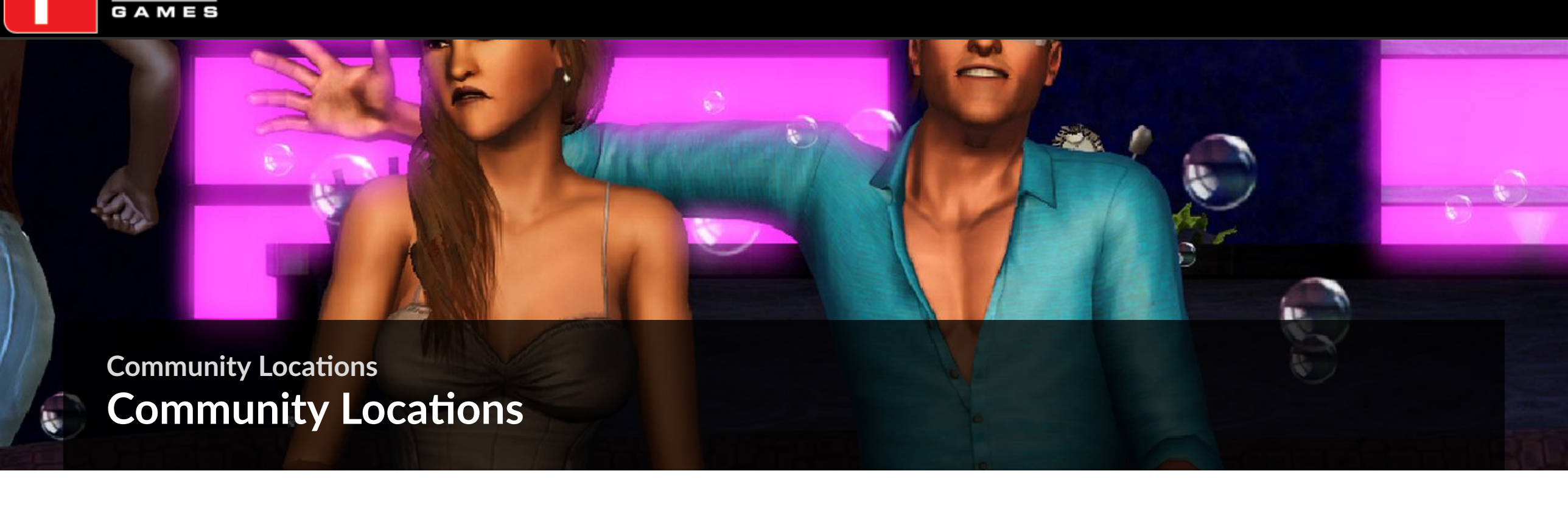
Food

Item	Price
Nachos	8
Grilled Cheese	6
Stu Surprise	30
Hot Wings	8
Onion Rings	8

Waylon's Haunt is the dive bar on the waterfront with no velvet rope and no assumptions of wealth and celebrity. This is a place for everybody in town, although you should not expect to see any celebs here—unless you're the celeb.

Waylon's has a nice selection of food and drink. There are darts, shuffleboard, and foosball—all great social activities. You are sure to make new friends playing any of these games. A small stage is also on-site, and the nature of the joint makes it a good place for new bands to get started.

This is a perfect first stop for any newcomer to Bridgeport that needs to ease their way into the bar scene.

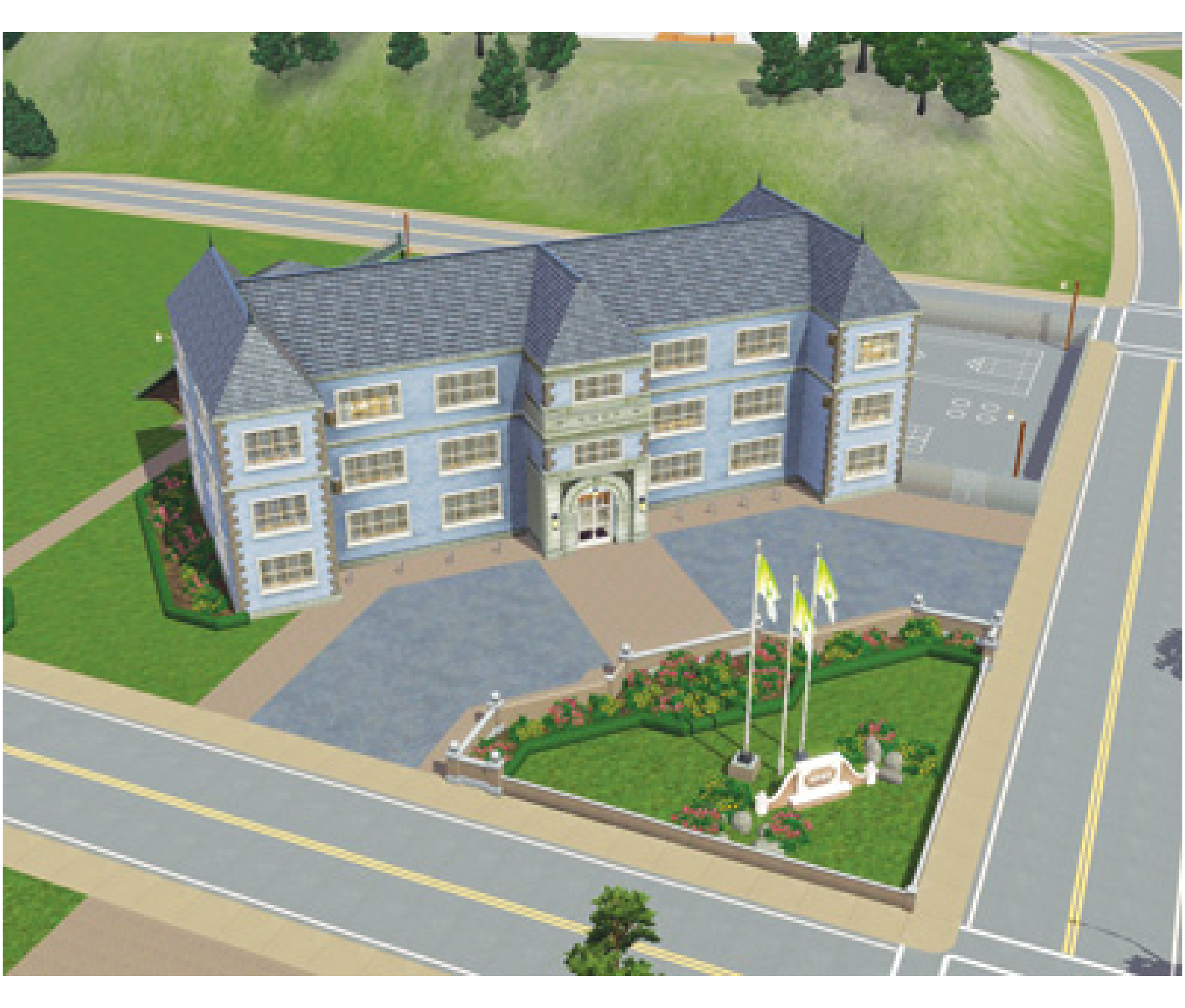


Community Locations

Like all towns, Bridgeport has many community lots that allow Sims to pursue to new activities or activities that require equipment too expensive to have at home at first, such as exercise machines at the gym or a computer at the library.

There is another benefit to visiting these community spots, too—meeting Sims. These locations can get pretty busy, giving you ample opportunities to socialize and meet your neighbors. If your Sim thirsts for socialization, be sure to hit up these spots.

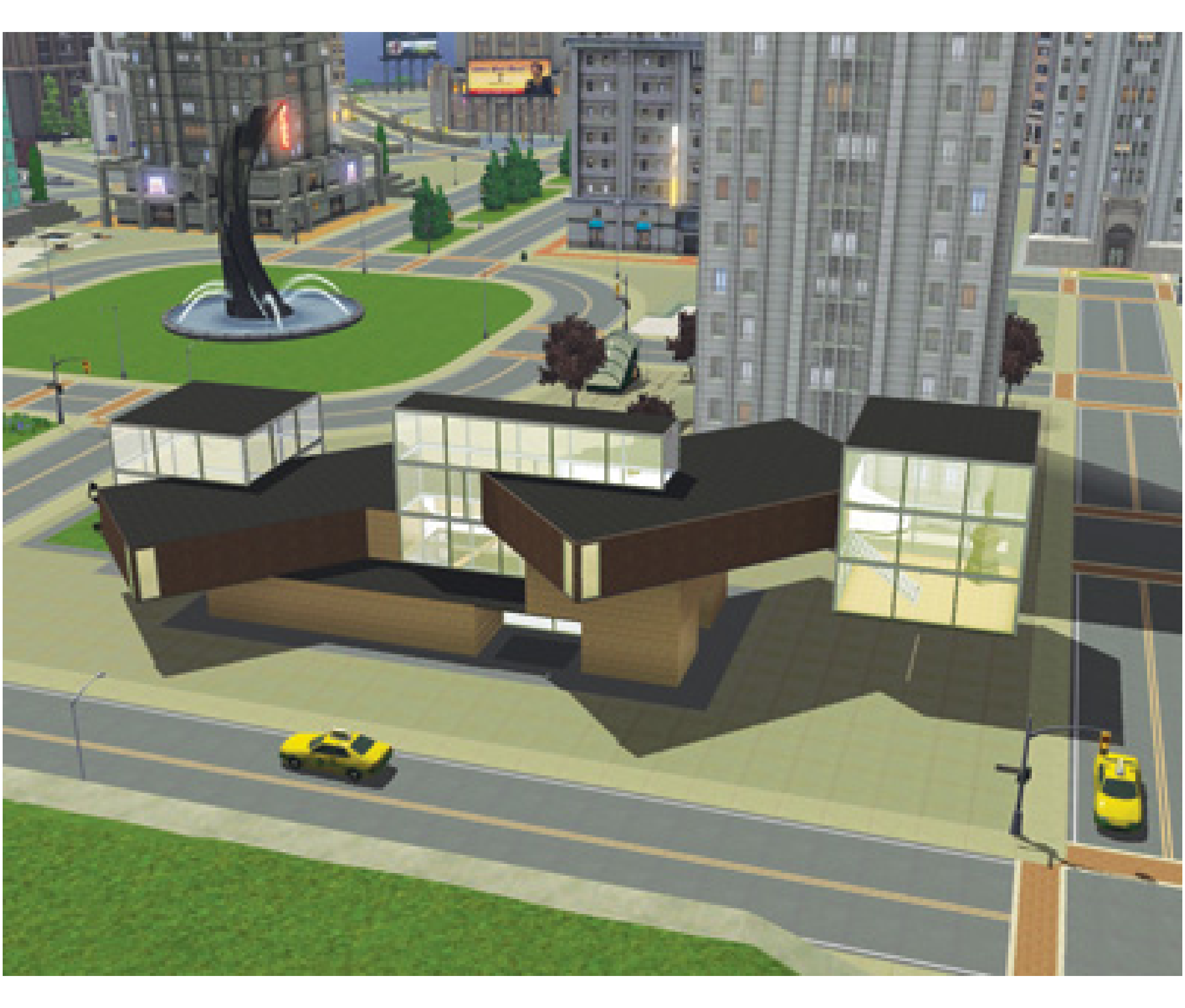
Public School 67



Interactions:
Attend Painting Class (§400)

Public School 67 is where children go during the day to fill their brains with the knowledge needed to be productive adults. Getting good grades here can lead to a wonderful adult life full of engagement. Adults, however, don't have much to do here other than attend a painting class and start their personal art careers.

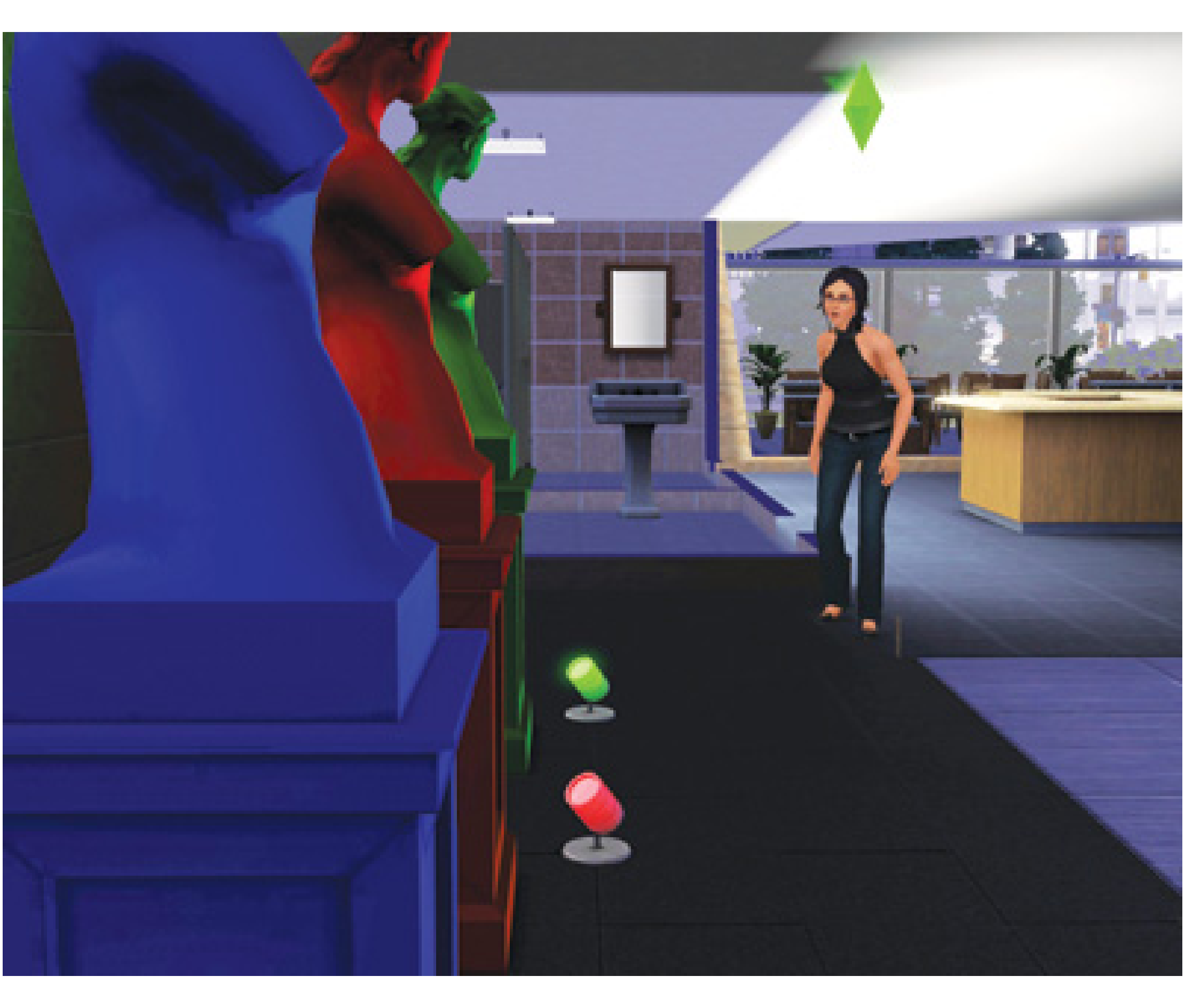
True Modern Art Museum



Interactions :
View

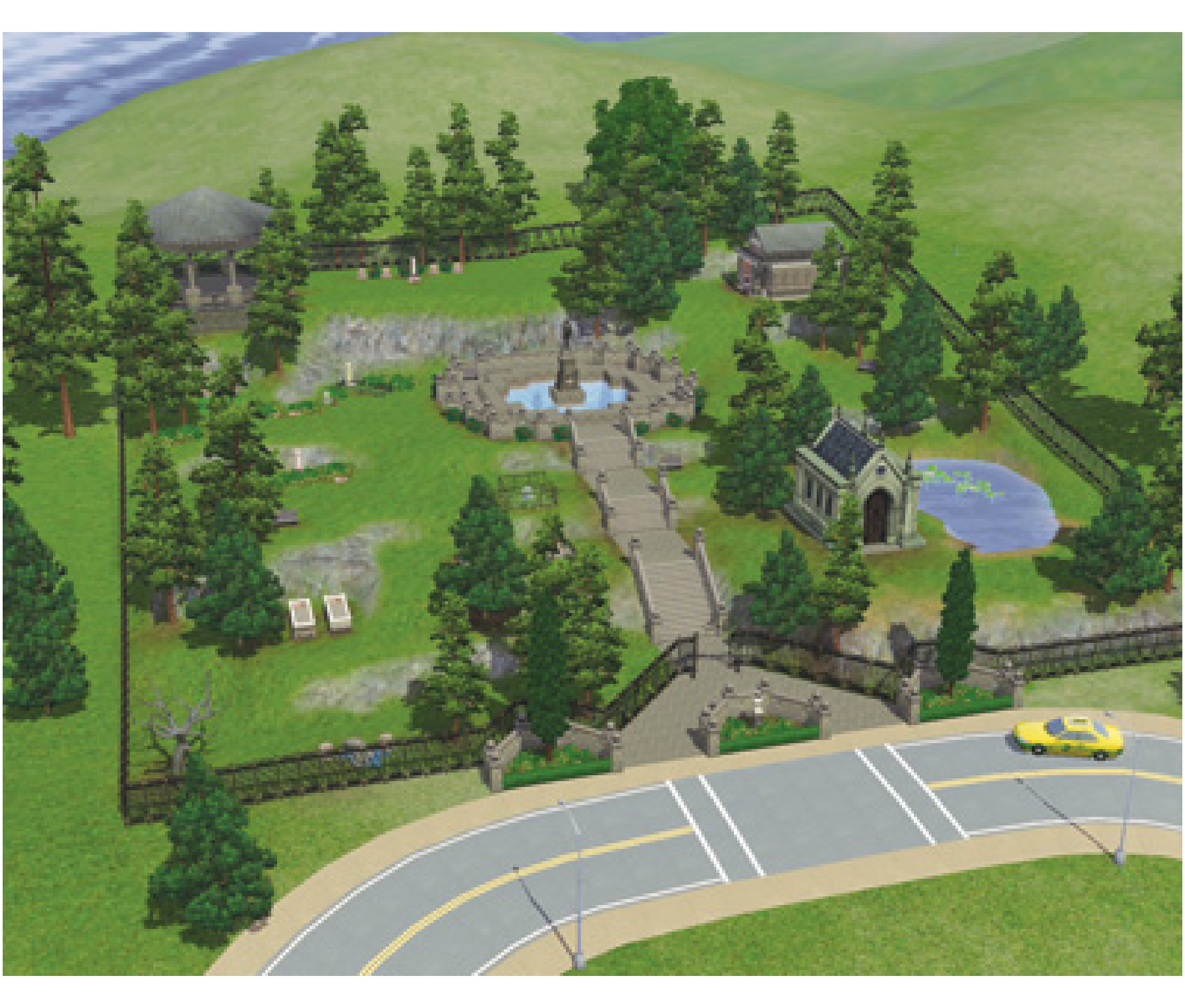
The True Modern Art Museum is a good spot for Sims that love art to admire works from great talents that have come before. The museum charges no admission fee, so Sims can view art and enjoy the mood benefits without dropping a single Simoleon.

There may not be a lot to do here outside of viewing art or coming back during specific opportunities, but Sims that love art will at least find others with similar interests here. Who knows, your Sim may lock eyes with the love of their life when looking up from a fascinating sculpture.



Bridgeportís museum has many arty objects to feast your eyes on.

Bridgeport Eternal Rest Cemetery



Interactions:
Get Part-Time Job
Tour Mausoleum
Explore Catacombs
Mourn

Sims who have gone before are buried at the cemetery. The chief purpose of this community spot is to mourn the dead, but there are plenty of other interactions available among the tombstones and grave markers.

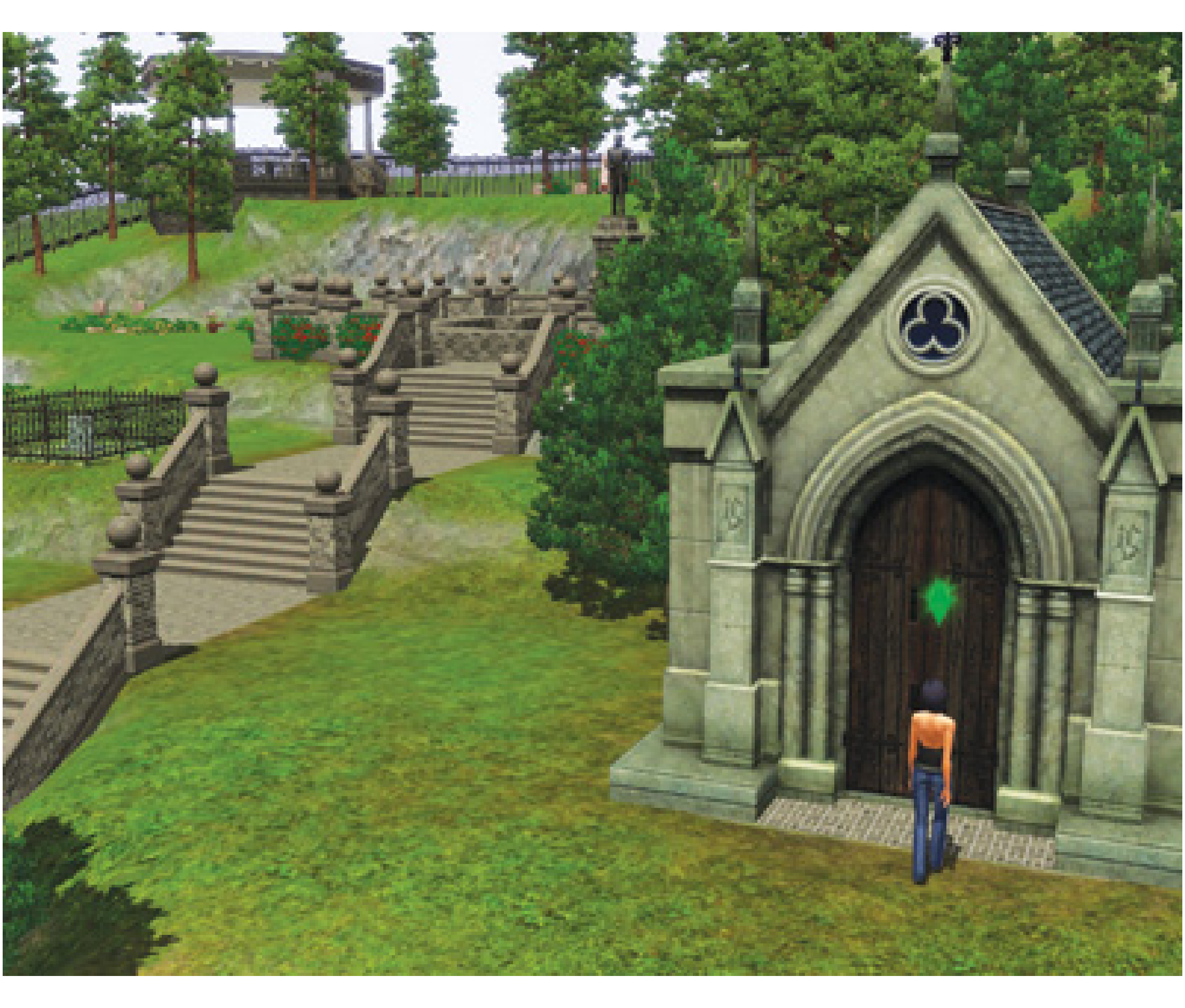
There are statues to admire, such as the grim reaper stationed near the entrance. The cemetery is full of trees, so a Loves the Outdoors Sim will get great pleasure from being around those.

Note

Sims can also seek part-time work at the cemetery.

Tip

There is a good fishing spot just above the graveyard.



One central feature of the cemetery is the mausoleum. This imposing structure houses more of the dead. Touring the mausoleum can be educational for some Sims.

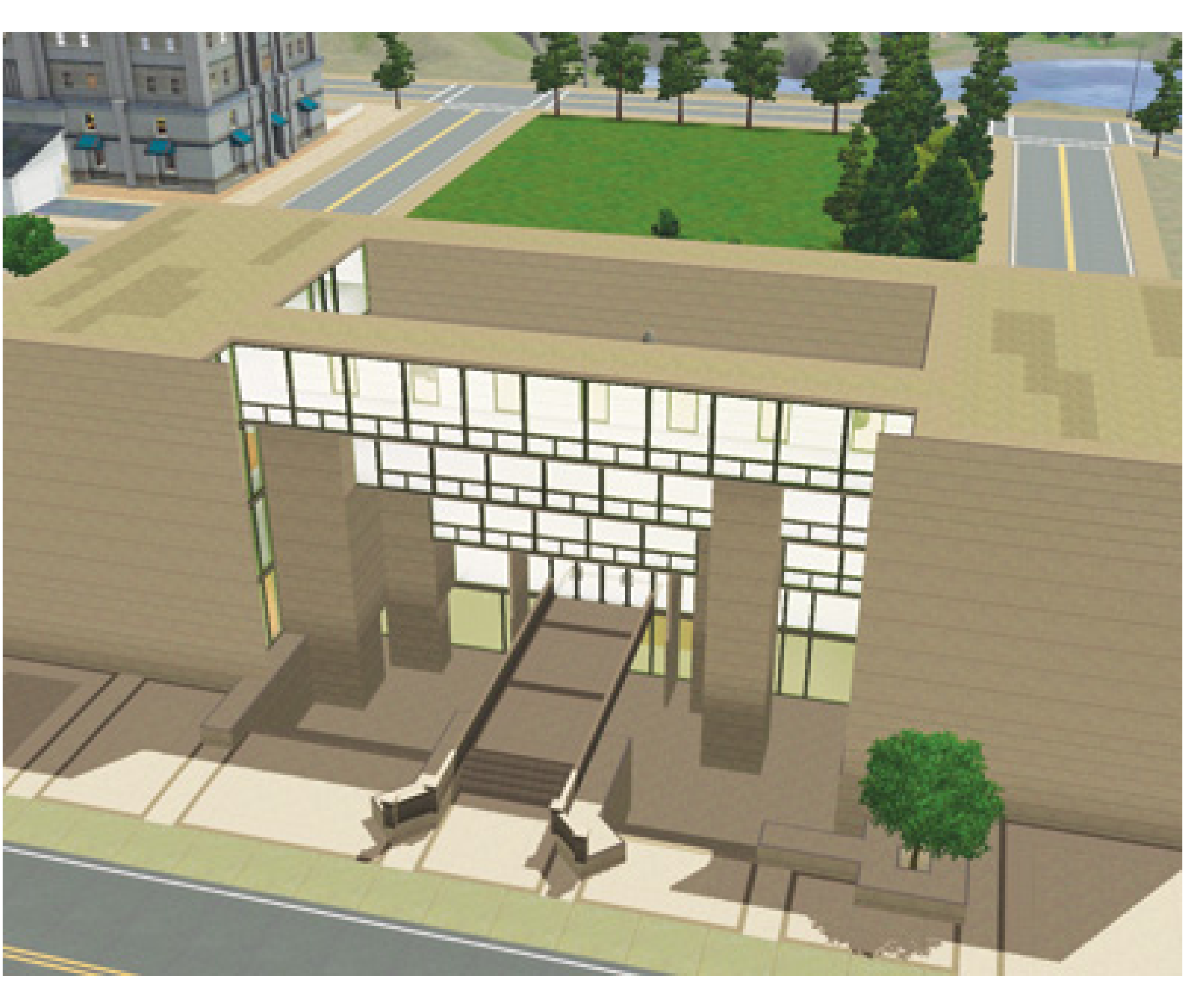
The option to explore the catacombs below the graveyard is a source of excitement for Brave Sims. Sims without the Brave trait risked getting the Horrified moodlet, which is devastating to their overall mood for several hours.

Tip

Explore the depths! You may find a magical gnome to take home.

Take a load off and just walk the graveyard, enjoying the outdoors and the wonderful central statue.

Bridgeport Public Library



Interactions:
Read
View
Use Computer

The Bridgeport Public Library is open to all and free of charge. The library is stacked with hundreds of books, so your Sim is bound to find something of interest here to flip through and just relax.

The library is also a social hot spot, especially for Sims with the Bookworm trait. It is common to bump into another Sim with similar interests at the library.

Note

The shelves of the library are stocked with plenty of books, but you will not find any recipes or sheet music here. Those must be purchased at the bookstore.

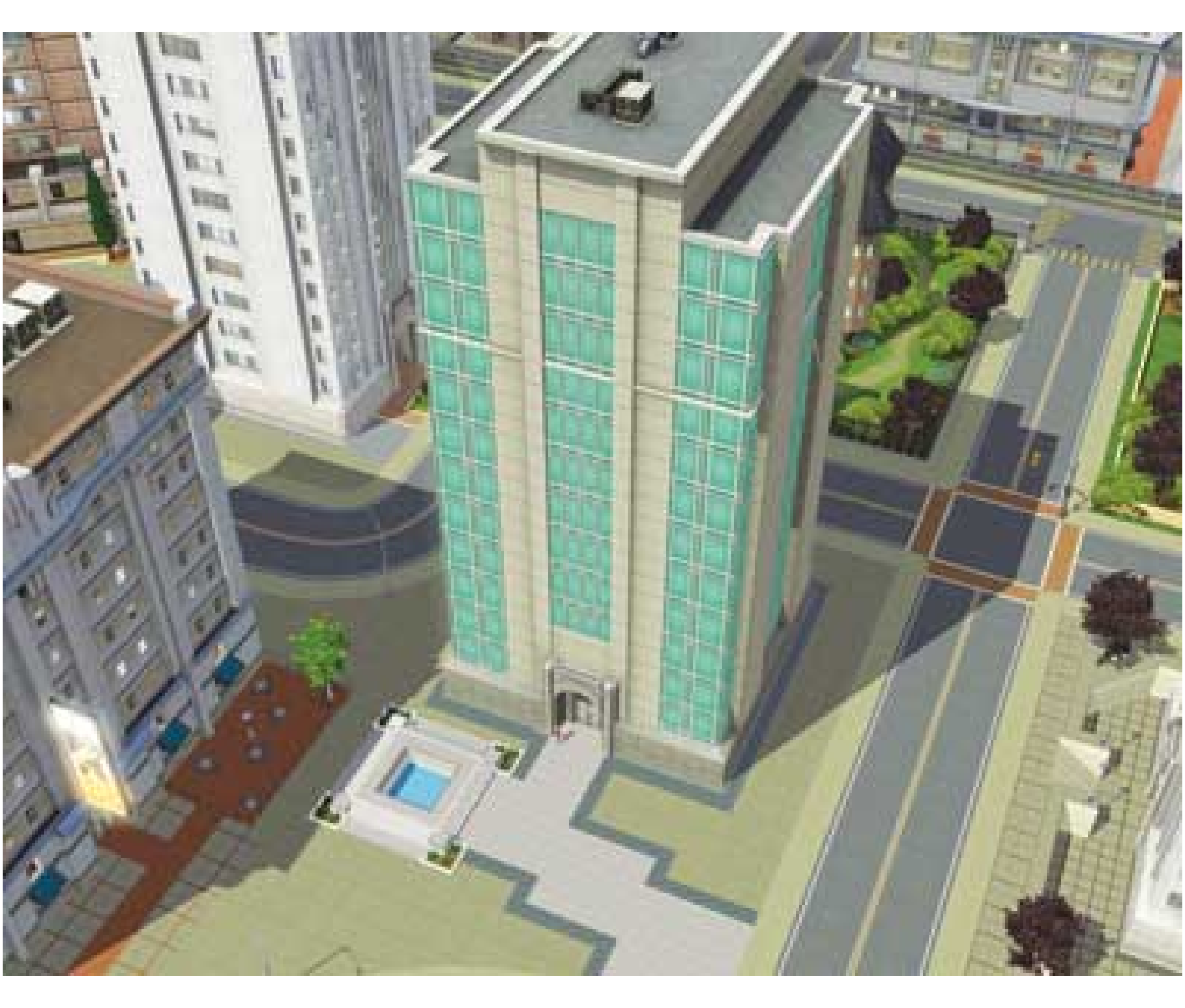
The Bridgeport library even has a rooftop zen garden to stroll through and forget your worries.

The library also has computers for Sims that don't have one at home (for space or money reasons), and any computer activity you could do from home like chat, play games, and check real estate can be done from a library computer.

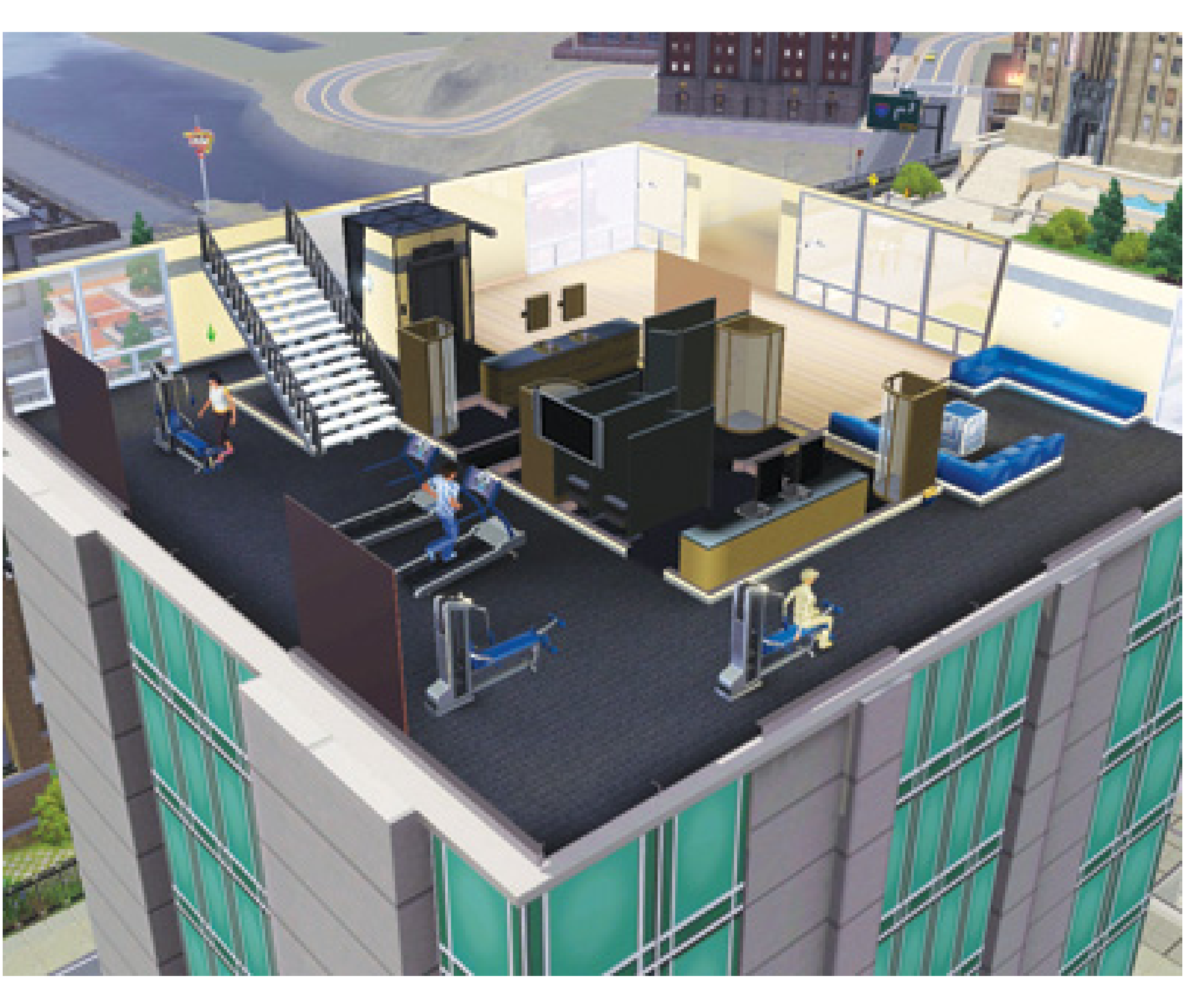
Tip

The museum and library are great places to earn the Educated moodlet.

AJV Wellness Center

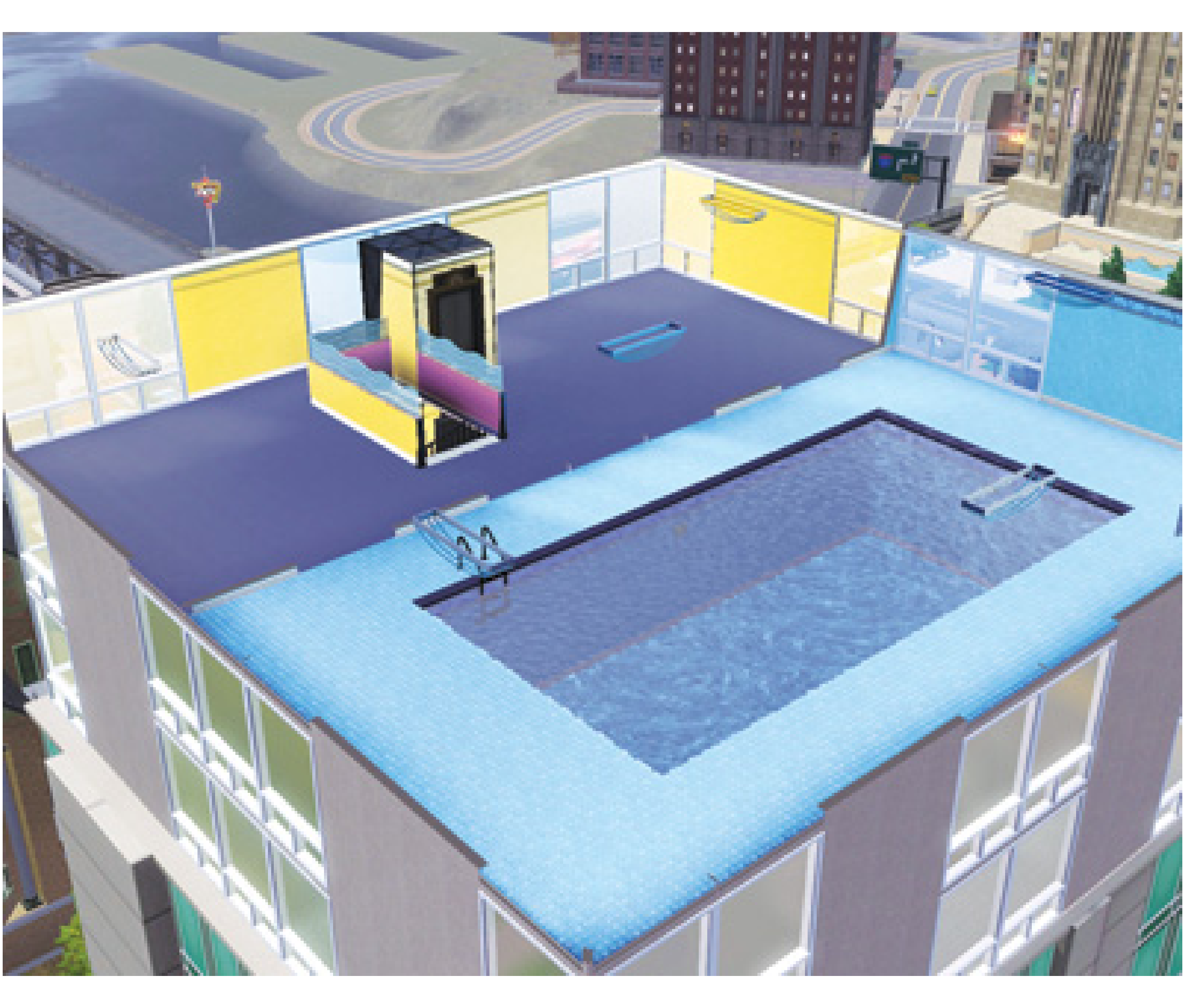


Interactions:
Use Exercise Machine
Use Treadmill
Shower



All Sims should exercise, not just those pursuing a career in Professional Athletics or developing the Athletic skill. This gym is located at the top of a high-rise building.

The three stories of exercise equipment include treadmills, exercise benches, and a huge pool for getting your swim on. Use of the facility is always free.



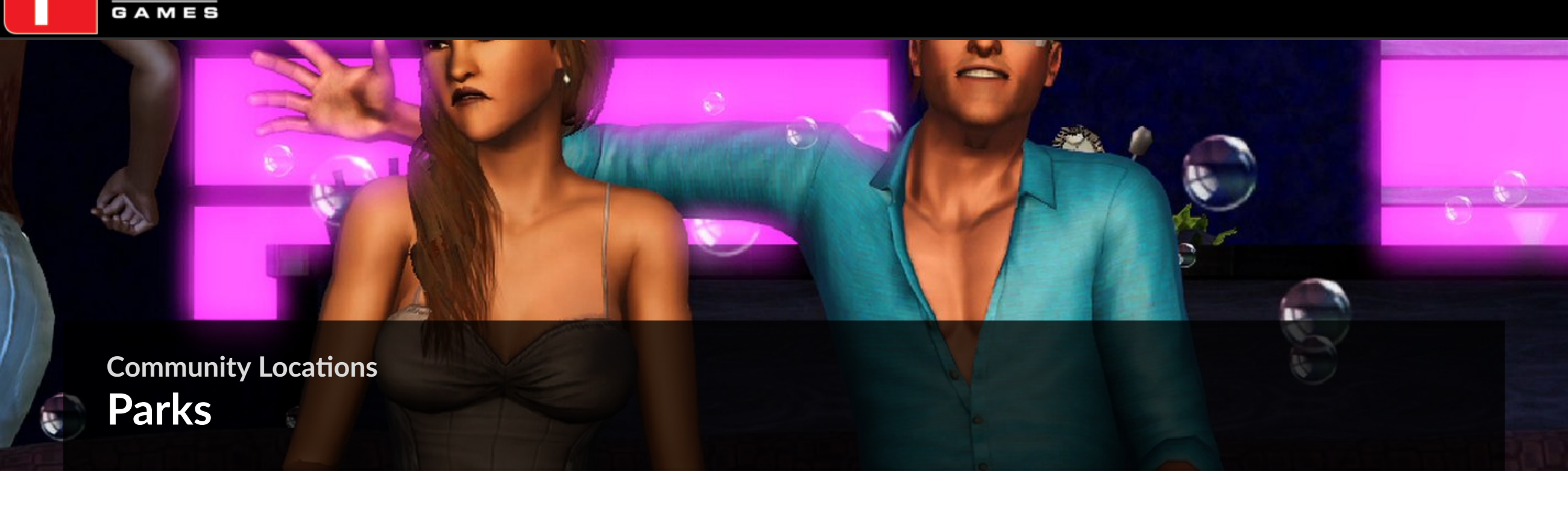
Because the gym is often busy, it also doubles as a socialization spot where like-minded Sims can mingle and talk about the latest exercise trends or anything that suits their fancy.

Caution

It's easy to get grungy at the gym, so watch your Hygiene. If you start to smell bad, you'll turn off the Sims around you. Luckily, there's a full shower and bathroom area, so use the gym's showers to wash off the funk.

Tip

If your Sims need to take care of personal hygiene, regardless of whether or not a workout is involved, they can stop by the AJV Wellness Center and grab a quick shower.

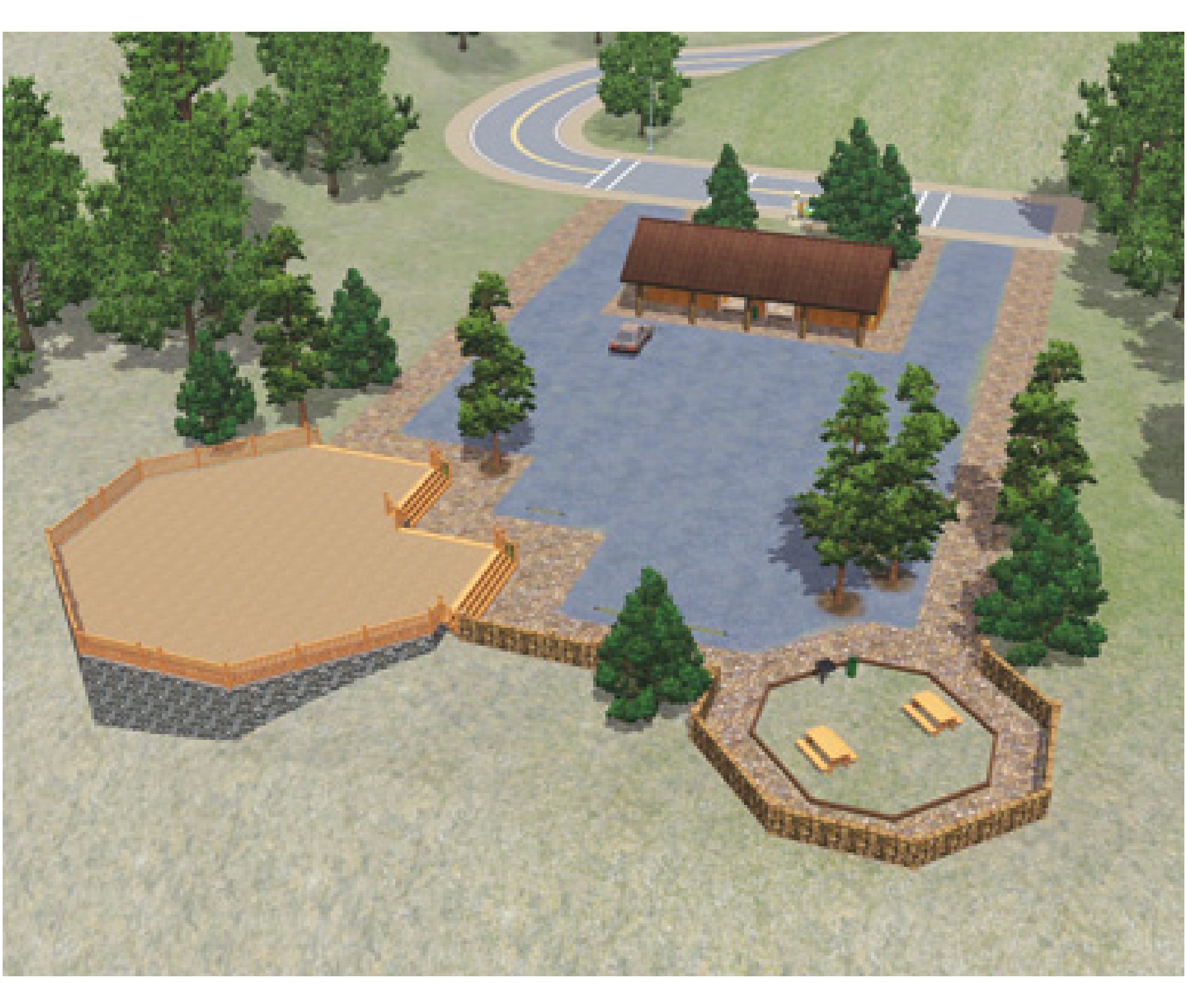


Community Locations

Parks

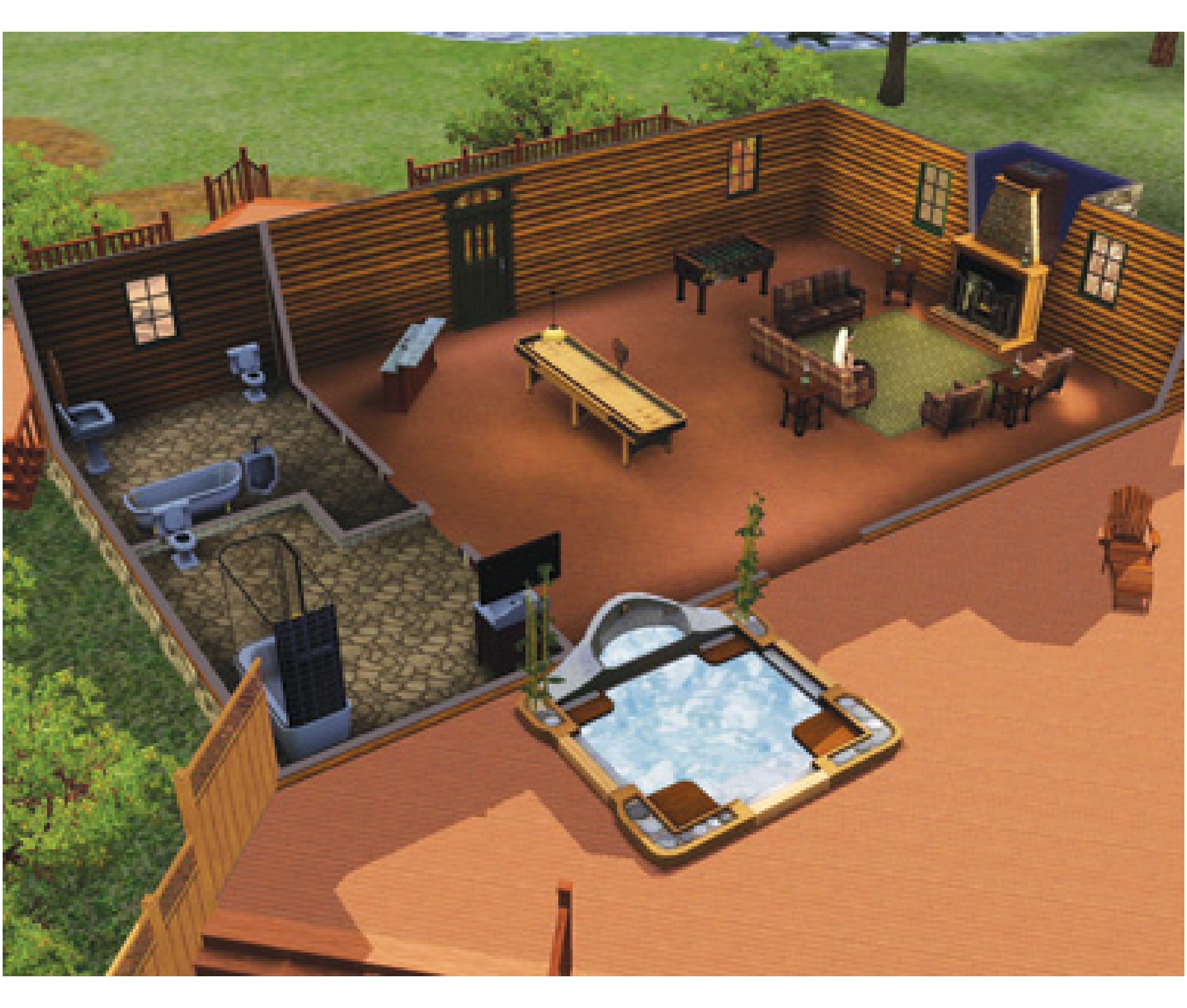
Bridgeport may be metropolitan, but the city planners made sure to preserve some greenspace not only within the city limits, but also in the areas surrounding the downtown area. There are multiple parks and fishing spots Sim can go to get away from show business, band practice, and the bar scene. Parks are also a great place to meet new Sims—and hopefully turn them into friends.

Bogaard Overlook



The Bogaard Outlook is a lovely park that overlooks the eastside of the city. Though you can see the Bridgeport skyline from Bogaard, the treat is that your glimpse of the city is nested in nature. The overlook has public restrooms you may use while there, as well as a picnic area complete with tables and an outdoor grill. Bands will also appreciate the outdoor platform that can easily double as a stage.

Buena Vista Resort

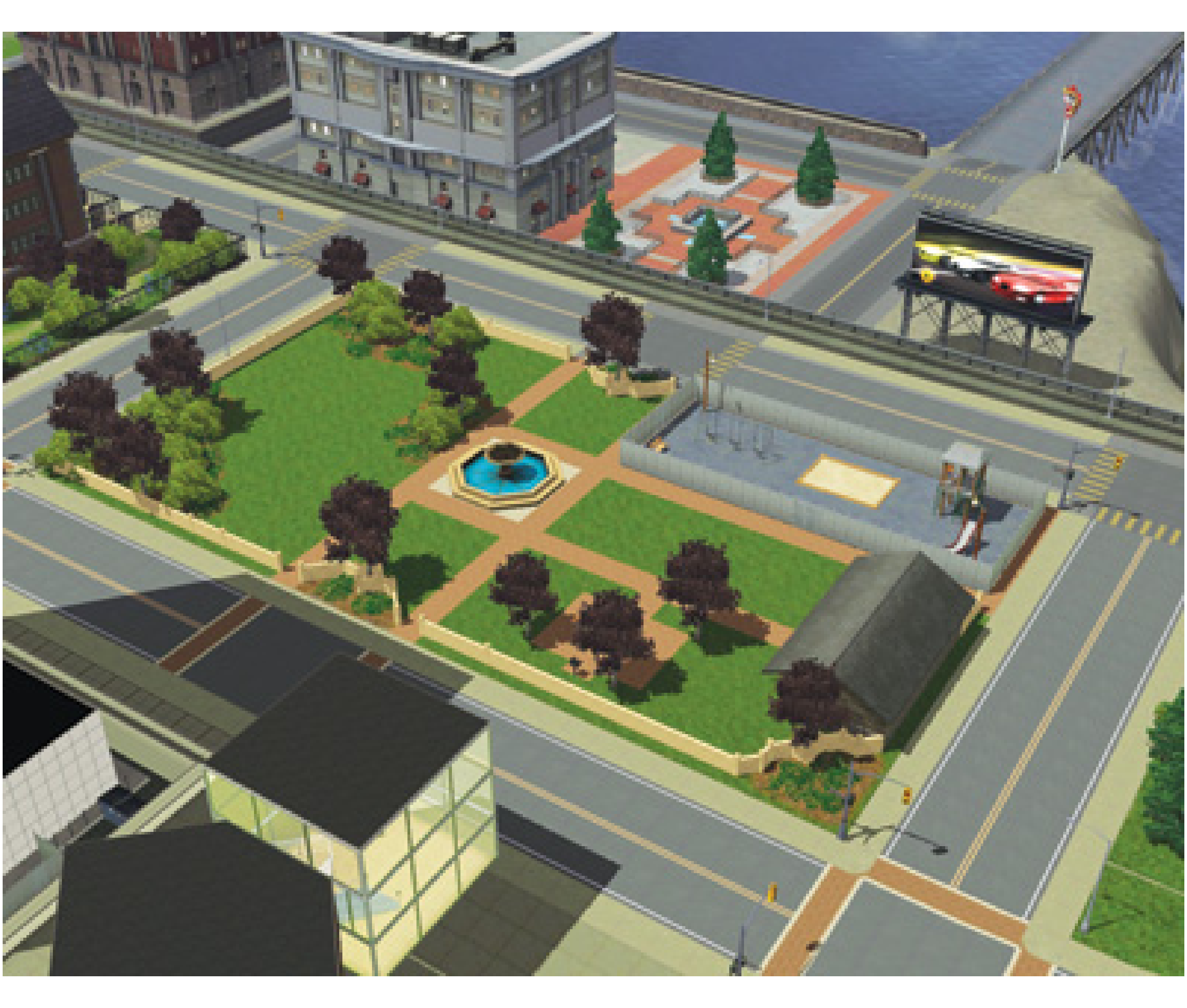


The Buena Vista Resort is a swank getaway high above Bridgeport's bustle. It's a perfect place to get away from it all—whether you are by yourself or in a group. The resort house here has a pool and a hot tub you may use free of charge. There's a fire pit and chairs for getting all warmed up after the sun goes down over Bridgeport.

Use the hot tub just to unwind when not running in the rat race of fame and wealth.

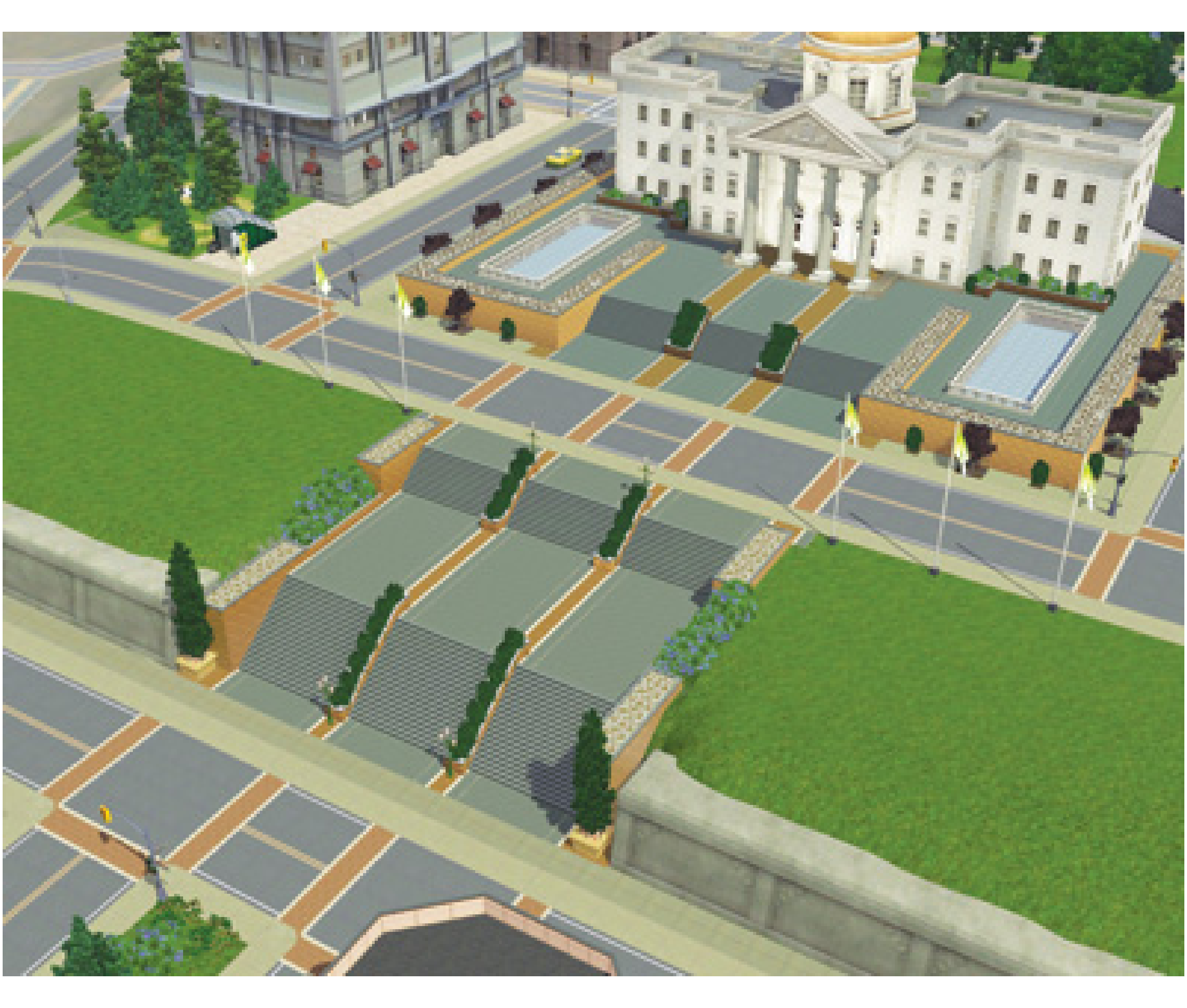
The interior of the resort is stocked with entertainment options. A bar for mixology mastering, bar shuffleboard, foosball, and a nice fireplace offer plenty of amusements. There is no kitchen onsite, but there are two bathrooms with tubs and showers so you can stay clean while enjoying your time away from home.

Marina Field

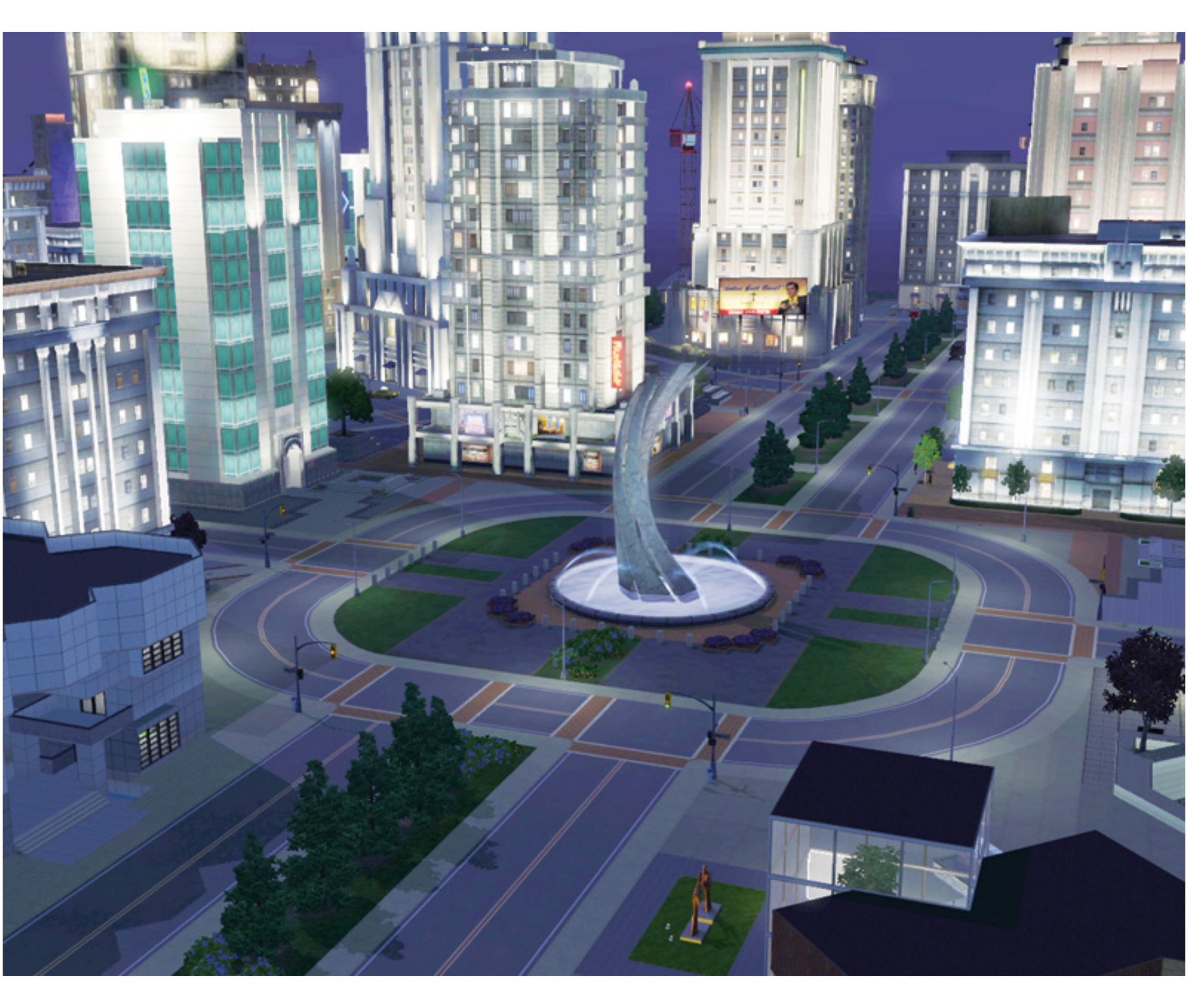


Marina Field is a lovely city park close to the industrial waterfront that serves the greater downtown area. Not only is there plenty of picnicking space, but this park also has playground equipment to entertain young ones.

Civic Plaza

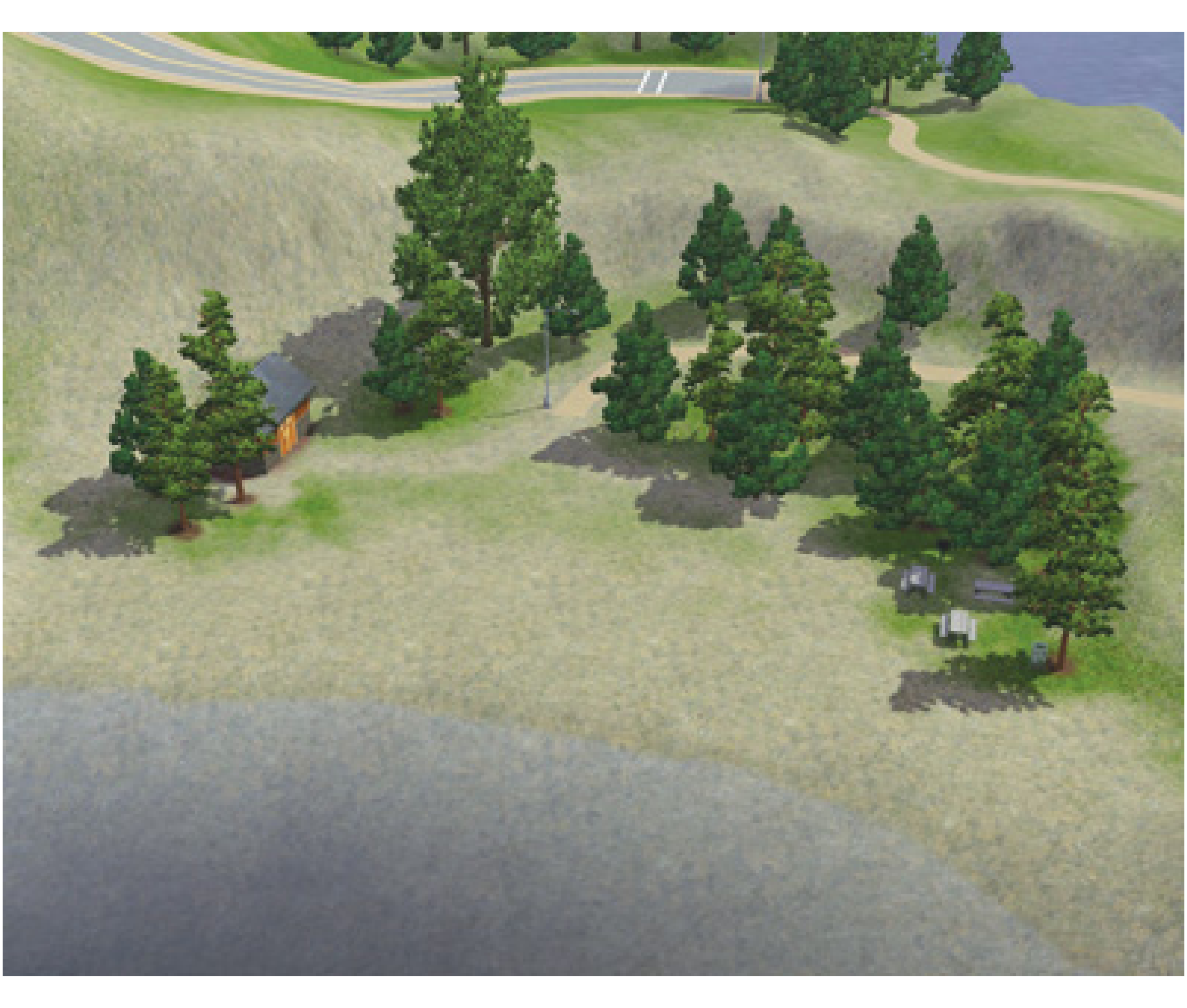


Civic Plaza is the lengthy stretch of green that graces the front of the Public Services Center (this houses City Hall, the military facility, and the police station). There are no objects to necessarily be used in this park, but it is a pleasing place to hang out and hopefully meet new Sims.



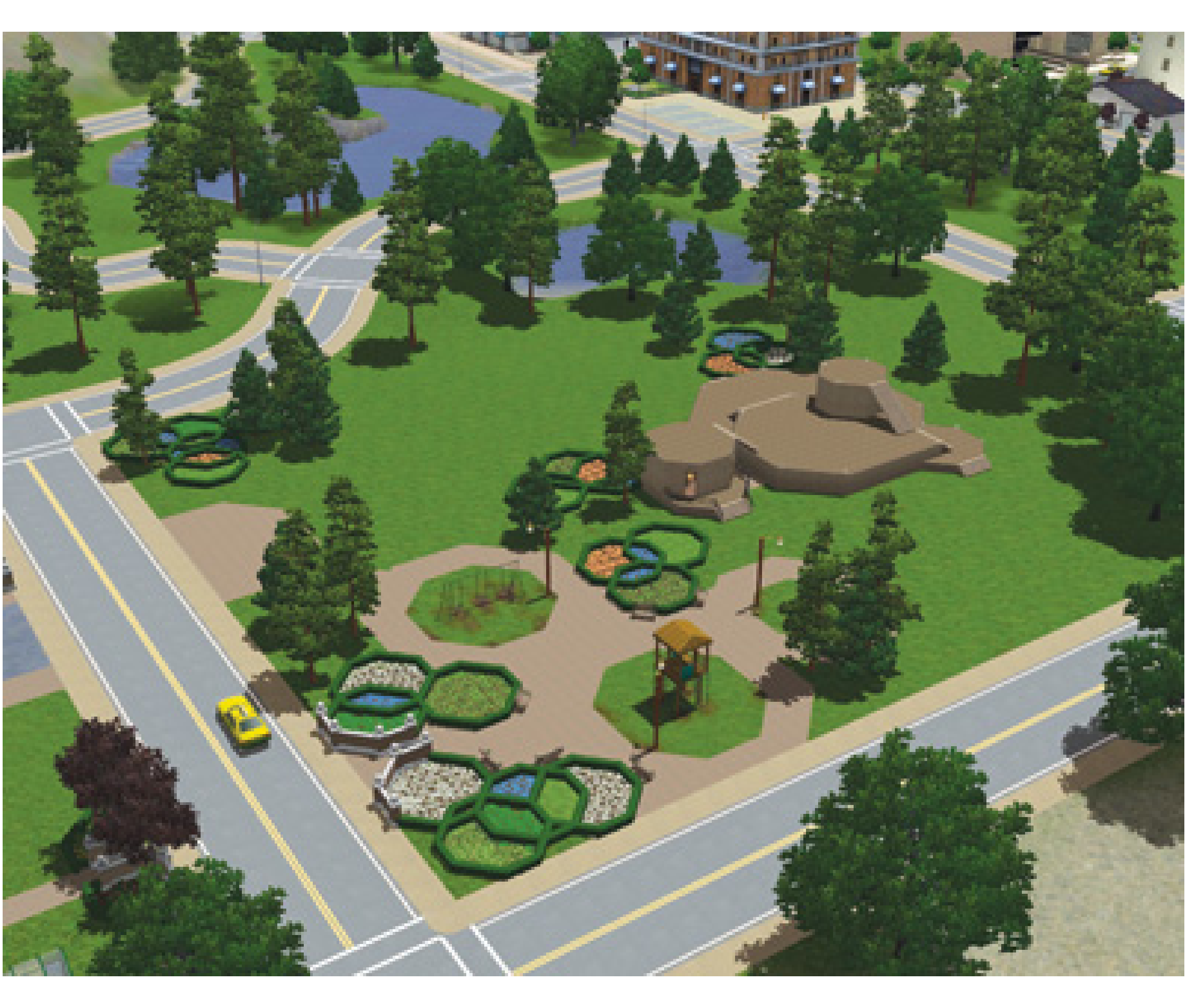
Follow the road straight through the Civic Plaza to discover the massive statue at the center of Bridgeport.

Smuggler's Cove



Also doubling as a fishing spot (the beach is perfect for reeling in ocean fish), Smuggler's Cove is a pleasant little sandy escape for Sims looking to soak up some rays. The site is well looked after by the city, and includes bathroom facilities and picnic tables. There is also an outdoor grill for cooking up a fresh meal for Sims in the group.

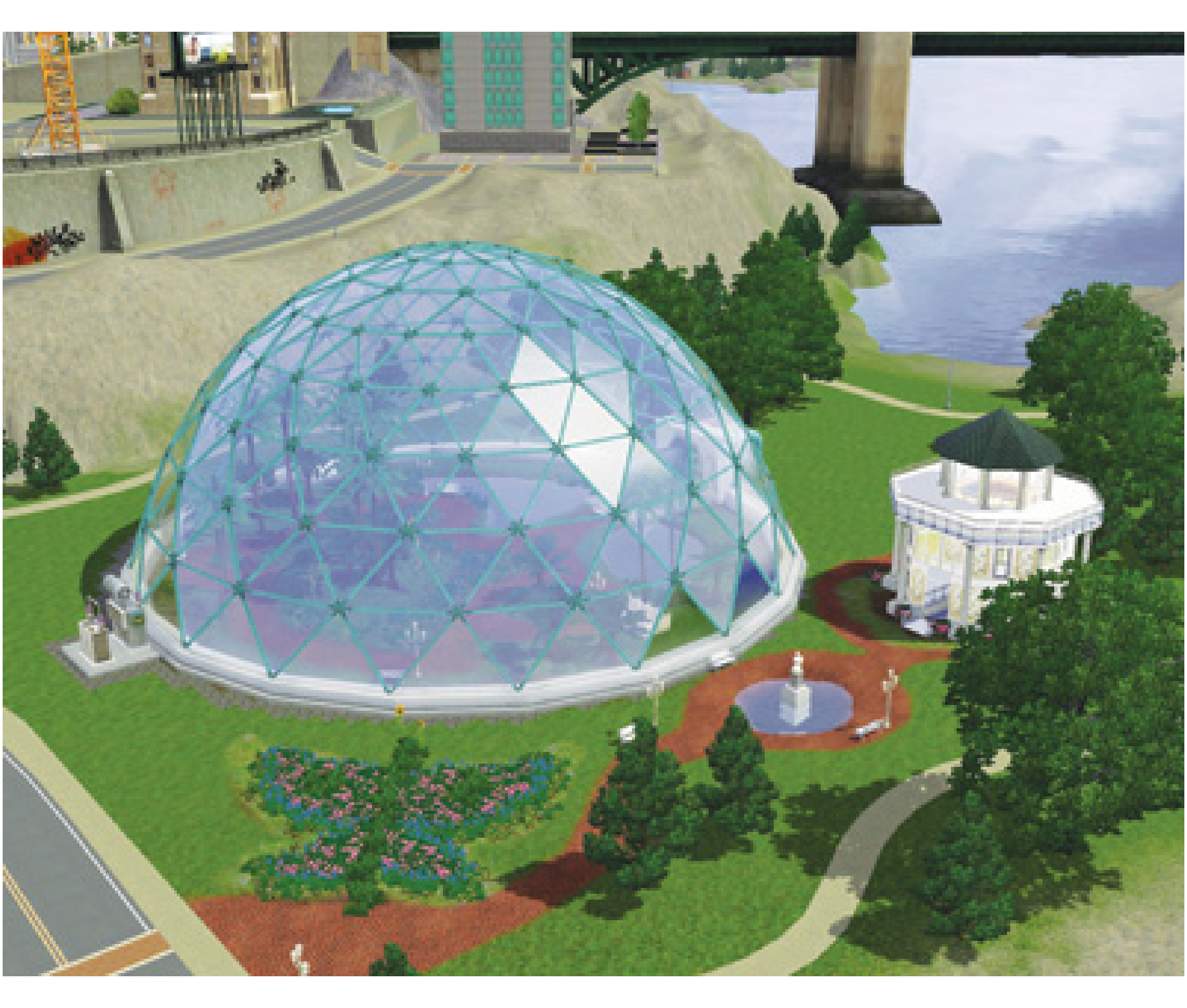
Bridgeport Acres



Bridgeport Acres is a large park close to the downtown area of Bridgeport. It includes several sizeable ponds that are perfect for trying out your fishing talents. Families will appreciate the playground equipment on the lot, such as a slide, a swing set, and a playhouse. And while there are plenty of flowers to admire in the park, the raised stage is likely to get the most eyeballs. It's perfect for an impromptu jam session by an up-and-coming band or musician.

Hit the stage in Bridgeport on a beautiful day and rock out for the good people of Bridgeport.

Butterfly Esplanade

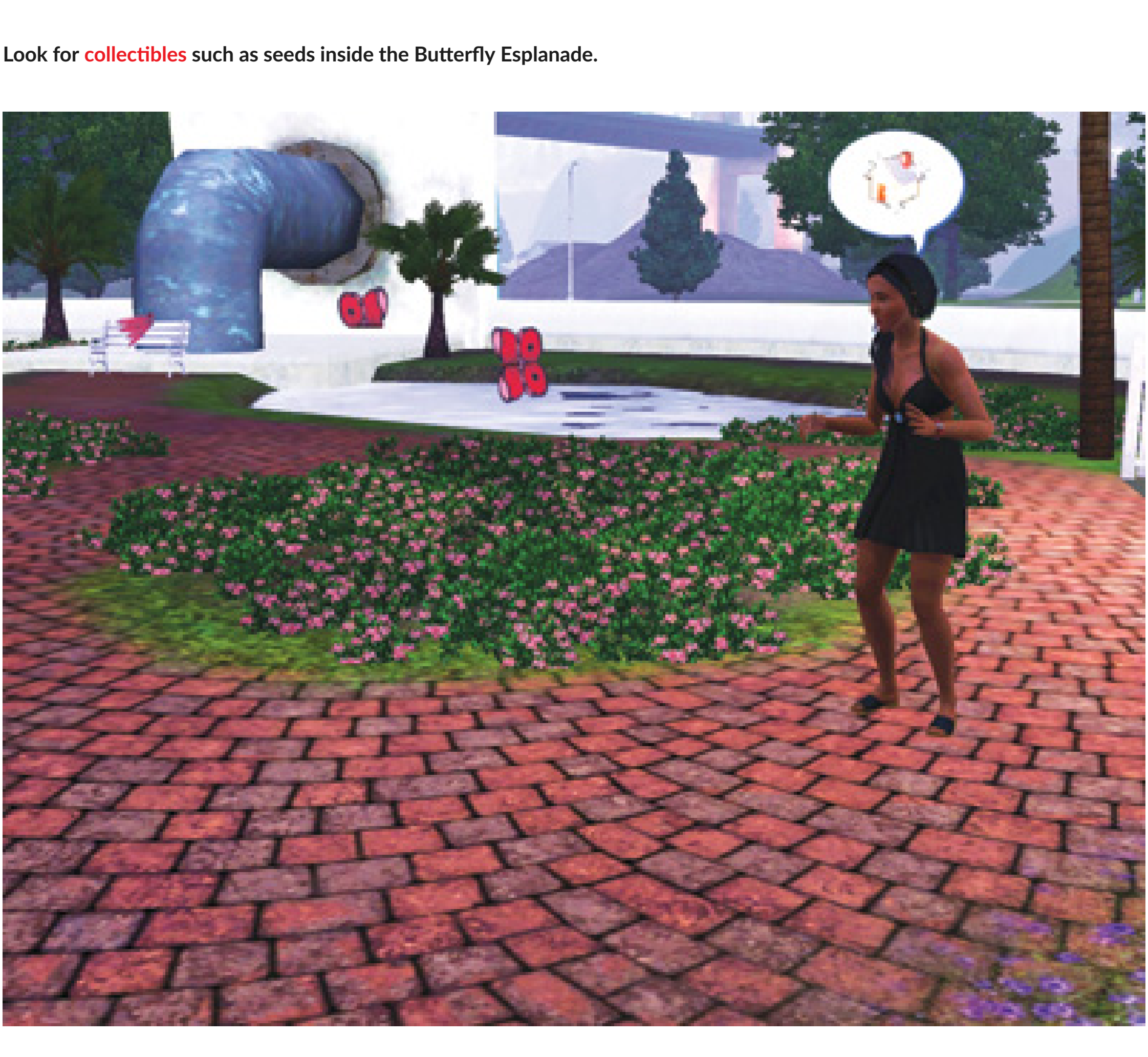


The Butterfly Esplanade is a domed park at the tip of the downtown area. Beneath the gleaming glass panels of the dome, flowers and insects flourish without worry of potential pollution from the city. To enter the dome, duck into a gazebo just outside the glass. Go downstairs and follow the underground hallway. When you walk up the steps on the other side, you are inside the wonderland. Park it on a bench and appreciate the splendor of this getaway that's so close to the hustle and bustle of the city.

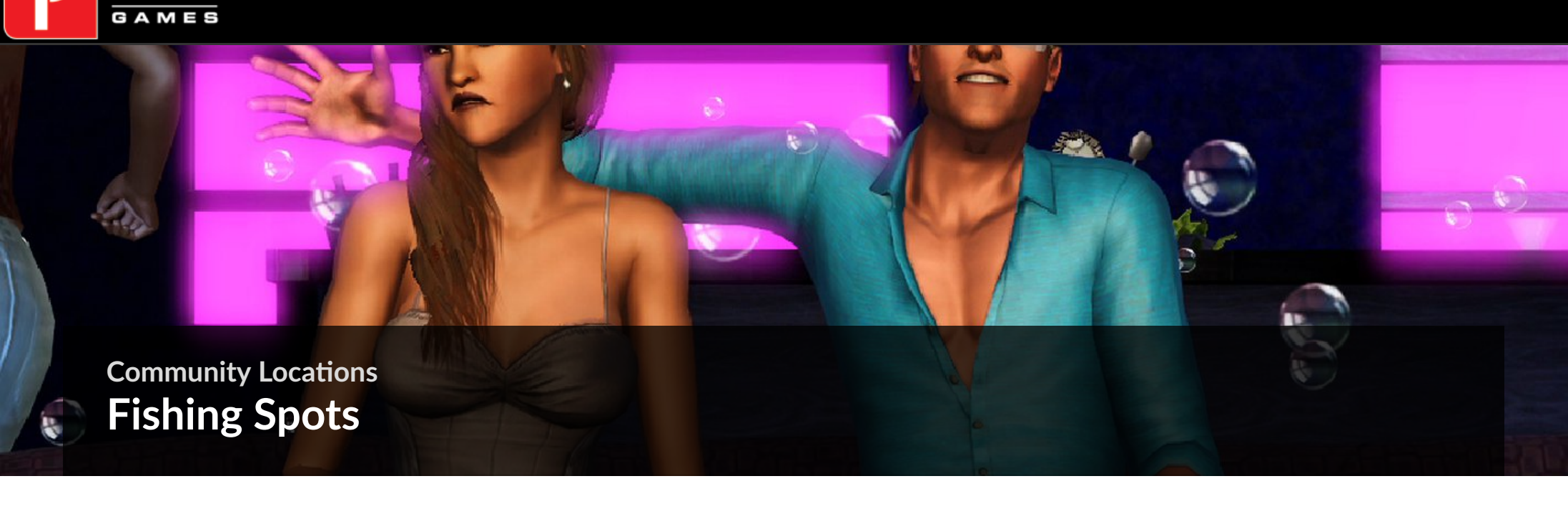
Tip

You can even do a little fishing in the waters within the dome.

Look for collectibles such as seeds inside the Butterfly Esplanade.



As you might expect, there are butterflies to collect inside the dome.



Community Locations

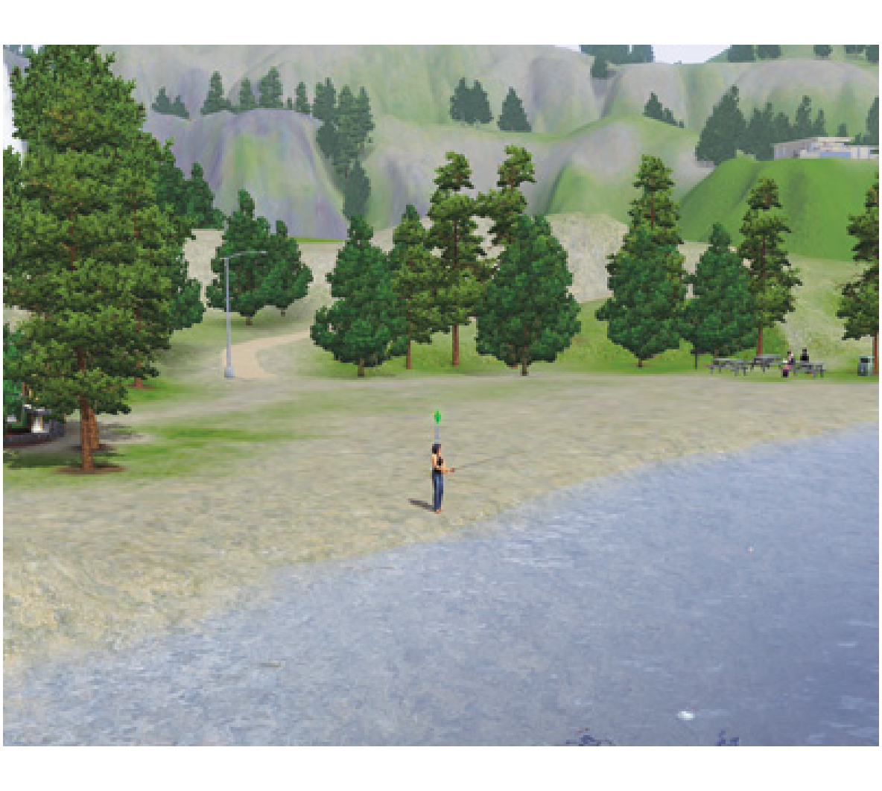
Fishing Spots

Fishing is a great way to relax, plus you can earn some money on the side. Reeling in a big catch and selling it to Mike's Cornerstore is a fun way to line your pockets with Simoleons.

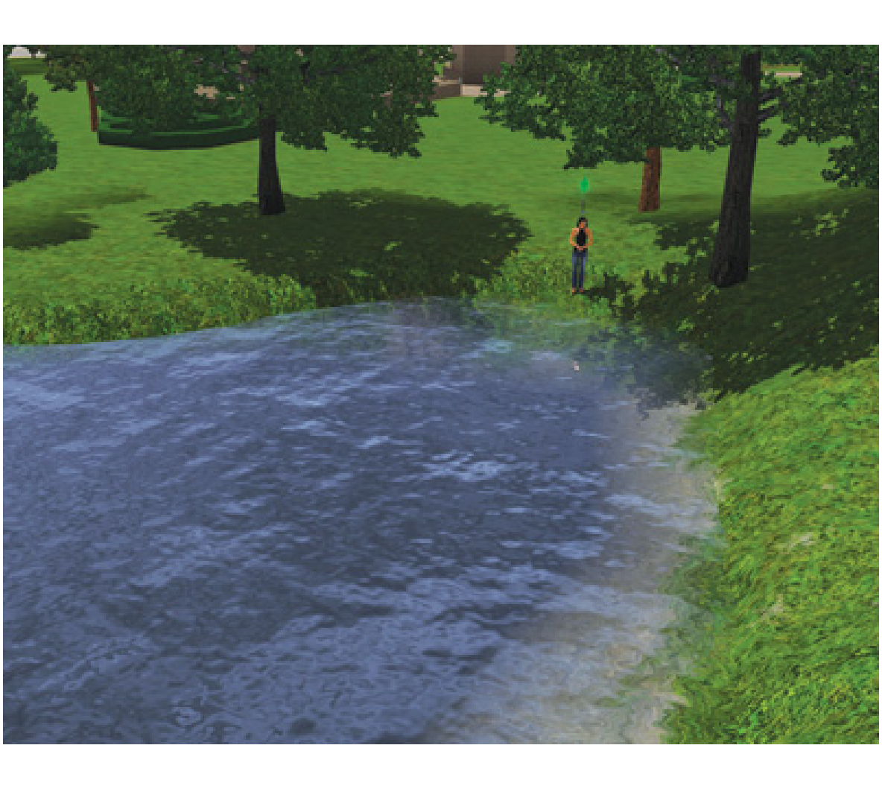
Sims who Love the Outdoors get a huge mood boost out of fishing, and you can plop a radio next to them to drive that mood even higher.

(This works for any Sim, not just those with the Loves the Outdoors trait.) Fishing is a great stress-reliever, too, for any Sims but those who Hate the Outdoors.

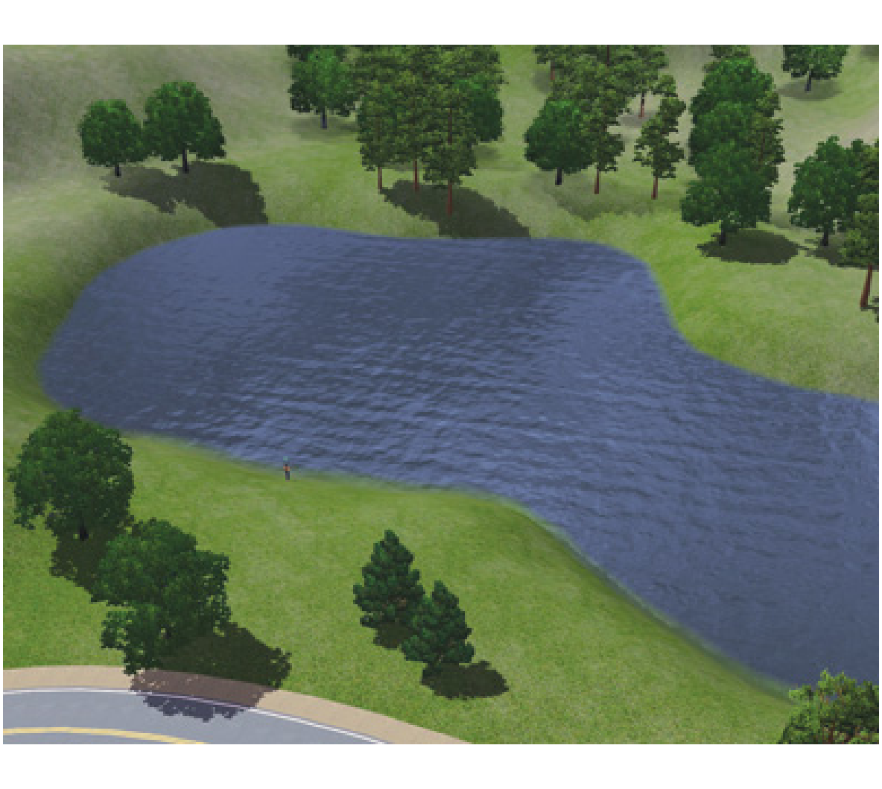
Smuggler's Cove



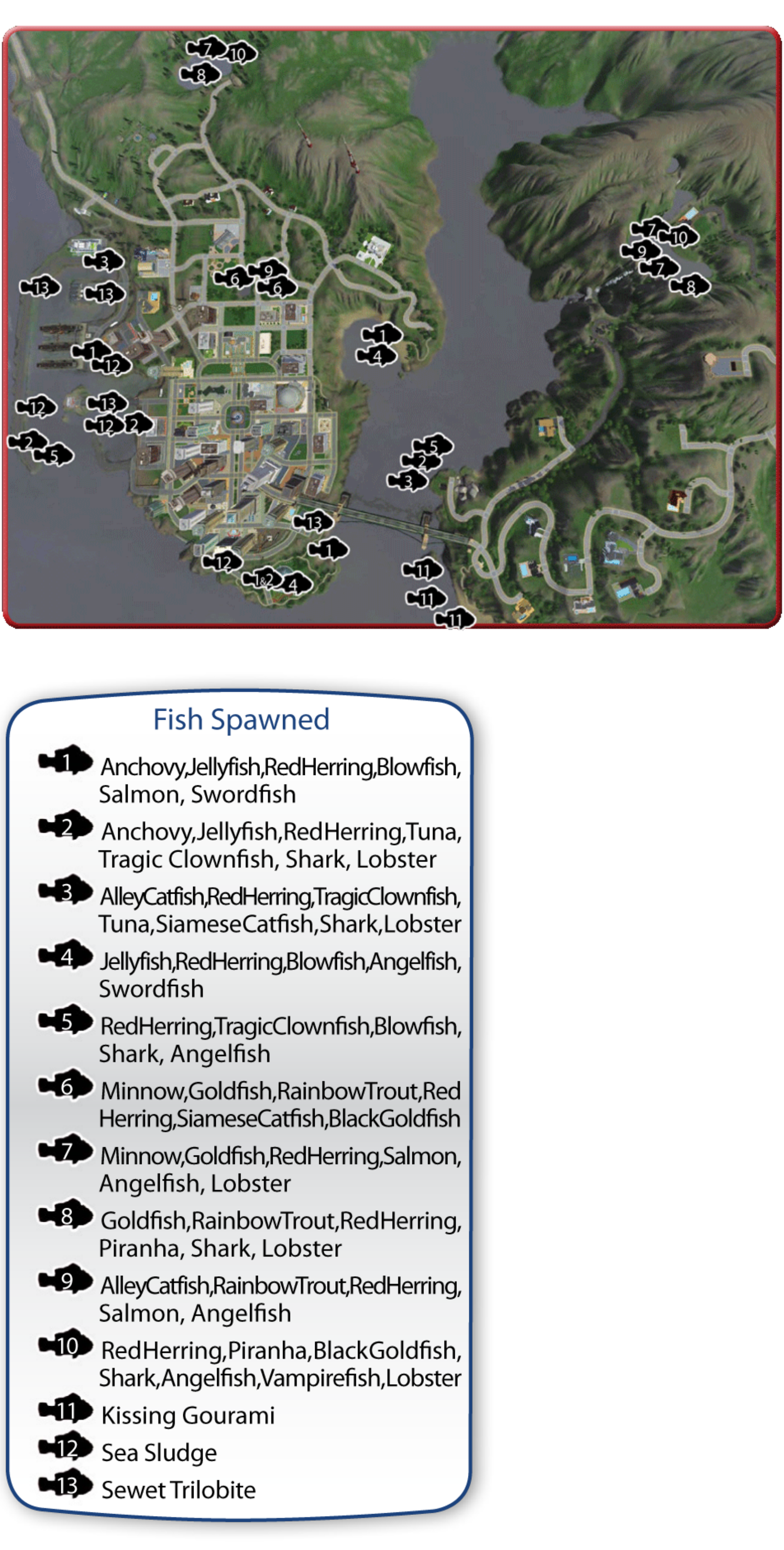
Bridgeport Acres



Lake above Eternal Rest Cemetery



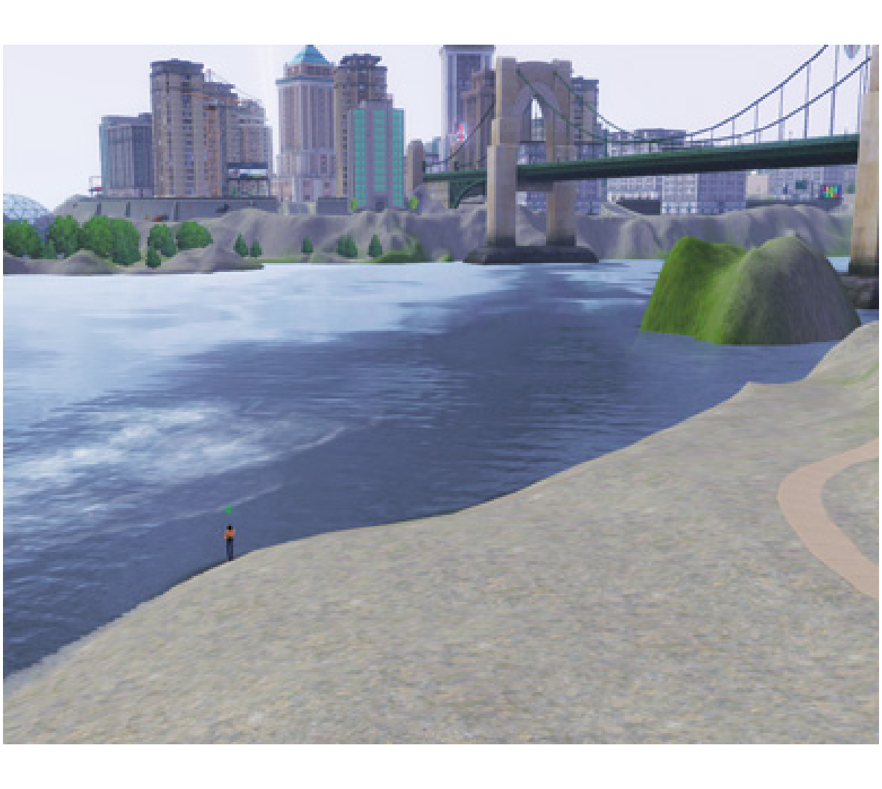
Click here for interactive maps



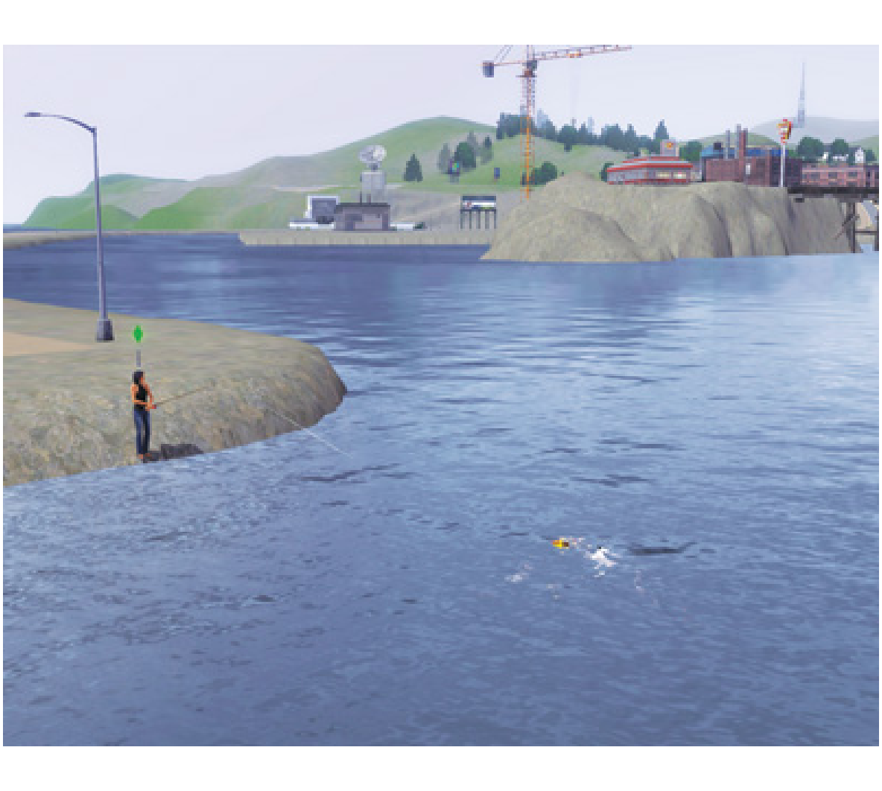
Fish Spawned

- 1 Anchovy,Jellyfish,RedHerring,Blowfish, Salmon, Swordfish
- 2 Anchovy,Jellyfish,RedHerring,Tuna, Tragic Clownfish, Shark, Lobster
- 3 AlleyCatfish,RedHerring,TragicClownfish, Tuna,SiameseCatfish,Shark,Lobster
- 4 Jellyfish,RedHerring,Blowfish,Angelfish, Swordfish
- 5 RedHerring,TragicClownfish,Blowfish, Shark, Angelfish
- 6 Minnow,Goldfish,RainbowTrout,Red Herring,SiameseCatfish,BlackGoldfish
- 7 Minnow,Goldfish,RedHerring,Salmon, Angelfish, Lobster
- 8 Goldfish,RainbowTrout,RedHerring, Piranha, Shark, Lobster
- 9 AlleyCatfish,RainbowTrout,RedHerring, Salmon, Angelfish
- 10 RedHerring,Piranha,BlackGoldfish, Shark,Angelfish,Vampirefish,Lobster
- 11 Kissing Gourami
- 12 Sea Sludge
- 13 Sewet Trilobite

Beach below Overlook Subway Station



The piers near the movie set



Fish	Skill Level Req	Commonality	Locations Found	Preferred Bait		Max weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean	Apple		0.5	5	11	120
Anchovy	0	Common	Ocean	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Laes, Ocean	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean	Potato	5	40	13	47	220
Salmon	6	Common	Ocean	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1000
Robot Fish	9	Rare	Science Facility	Piranha	250	1000	50	275	1000
Lobster	9	Common	Lakes, Ocean	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1000	1500

On rare occasions, you will reel in something other than a fish. Litterbugs have discarded belongings in the lakes and ponds, but at least their refuse is another Sim's treasure. When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as World's Brew Bubble Bath or Death Flower. If you're really lucky, the crate will contain a magic gnome!

Boxes

Crate Item	Chance of Finding
Laptop	3%
Rubber Ducky	20%
Guitar	10%
World's Brew Bubble Bath	16%
MoodLite Candle	16%
Birthday Cake	16%
Flame Fruit	3%
Death Flower	3%
Money Tree Seed	5%
Mysterious Mr. Gnome	6%

New Fish

The waters around Bridgeport contain all the fish you caught in Sunset Valley and Riverview, but they are joined by three new species: Kissing Gourami, Sewer Trilobite, and the Sea Sludge. All three are common variety fish that you can catch all around Bridgeport and are not terribly valuable.

Fish	Where Found	Preferred Bait	Level Required to Catch	Min. Weight	Max. Weight	Min. Value	Max. Value	Value at max weight
Kissing Gourami	Lake, Pond, Ocean	Goldfish	4	0.1	15	8	52	11
Sewer Trilobite	Lake, Pond, Ocean	Minnow	6	1	100	35	75	11
Sea Sludge	Lake, Pond, Ocean	Hot Dogs	2	1	100	11	22	16

Fishing Skill

The Fishing skill is good for three things: Keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

Acquire by: *Take Fishing Class, Read Fishing Book, Fishing*

Development tools: *No tools needed*

Development Benefits

The Fishing skill begins one of three ways—by reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is under way, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy dampen the ability to catch fish.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Fishing Skill

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait. So use Perfect bait to catch the biggest fish. You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

Each fish has one favorite type of bait, and you should use that bait to catch that fish. Here is a table with the bait that each type of fish prefers:

Fish	Skill Level Required	Commonality	Locations Found	Preferred Bait	Min. weight	Max. weight	Value at min weight	Value at max weight	Skill Points for Catching
Minnow	0	Common	Lakes, Ocean/Hatchery	Apple	0.1	0.5	5	11	120
Anchovy	0	Common	Ocean/Hatchery	Tomato	0.1	0.5	5	11	120
Goldfish	1	Common	Lakes	Lettuce	0.1	2	6	16	132
Alley Catfish	1	Uncommon	Lakes, Ocean/Hatchery	Cheese	0.1	5	6	20	132
Jellyfish	2	Common	Ocean/Hatchery	Grapes	0.1	10	8	19	140
Rainbow Trout	2	Common	Lakes	Egg	1	10	9	18	140
Red Herring	3	Common	Lakes, Ocean/Hatchery	Hot Dogs	1	10	5	5	160
Tuna	3	Common	Ocean/Hatchery	Onion	2	40	11	25	160
Piranha	4	Uncommon	Lakes	Watermelon	5	15	14	30	185
Tragic Clownfish	4	Uncommon	Lakes, Ocean/Hatchery	Bell Pepper	5	40	13	32	185
Siamese Catfish	5	Common	Lakes, Ocean/Hatchery	Minnow	3	25	14	41	220
Blowfish	5	Uncommon	Ocean/Hatchery	Potato	5	40	13	47	220
Salmon	6	Common	Ocean/Hatchery	Lime	10	50	14	45	255
Black Goldfish	6	Common	Lakes	Goldfish	5	25	16	49	255
Shark	7	Uncommon	Lakes, Ocean/Hatchery	Red Herring	1	150	7	70	295
Swordfish	7	Common	Ocean/Hatchery	Anchovy	20	60	17	60	295
Angelfish	8	Uncommon	Lakes, Ocean/Hatchery	AlleyCatfish	2	60	21	85	340
Vampire Fish	8	Rare	Graveyard	Garlic	25	80	55	225	1000
Robot Fish	9	Rare	Science Facility	Piranha	250	1000	50	275	1000
Lobster	9	Common	Lakes, Ocean/Hatchery	Tuna	5	50	25	120	400
Deathfish	10	Rare	Graveyard	Angelfish	20	80	200	1000	1500

Skill Challenges

Amateur Ichthyologist: Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.

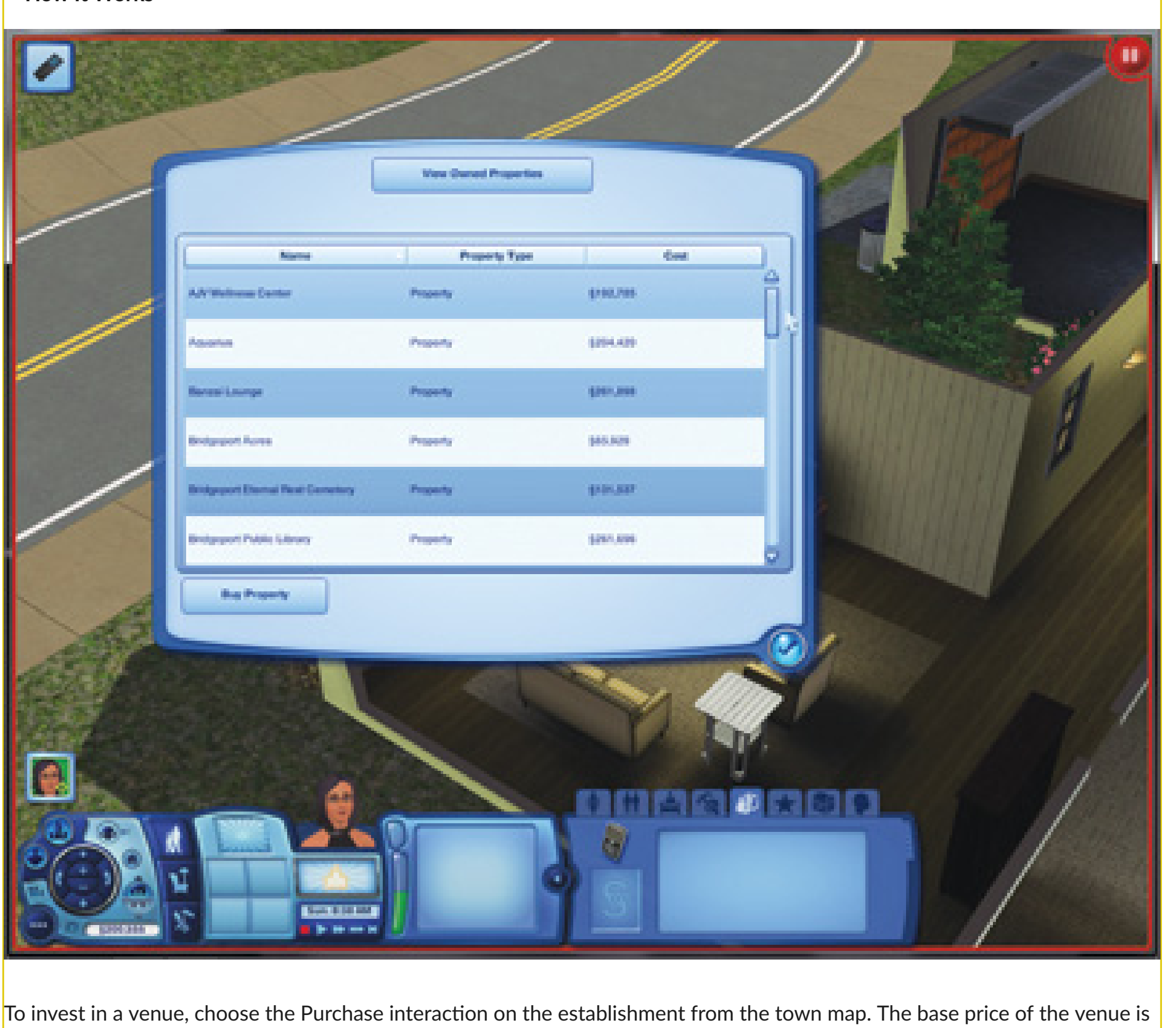
Commercial Fisherman: Commercial Fishermen have caught at least 350 fish. They catch more fish in less time than normal Sims.

Real Estate

Careers and producing objects are not the only sources of income in your neighborhood. Smart investors can generate a healthy household income through real estate investments. Almost all venues in a town can now be purchased and upgraded. As a result of the investment, the household owning the lot is given a weekly payment. The more you invest in a property via upgrades, the more you make per week.

Real estate in Late Night is built upon the basic investment system from The Sims 3. You may invest in all the same properties, but also on additional lots and venues, such as fishing holes.

How It Works



To invest in a venue, choose the Purchase interaction on the establishment from the town map. The base price of the venue is displayed, which must be paid to acquire the venue. There is no payment plan for investing in real estate. Once a venue has been purchased and the deed awarded, you may name the venue anything you wish.

Use a computer (in the game) to monitor your investments. The Check Real Estate interaction lots you monitor your investments and spot open opportunities to buy additional venues. You may also track venue upgrades here.

You may also use Build Mode to create a venue from the ground up. However, you cannot just erect four walls, drop in a treadmill, call it a gym, and then expect a weekly payment. You must meet a set of requirements. These are your upgrades, which are also essential for maintaining the operation of purchased existing venues. Upgrades allow you to improve an establishment, which in turn pays out more Simoleons.

Lot Value
Furnished
Unfurnished

In Buy Mode, you may install new objects at a customizable venue (a venue your Sim enters and is still visible—you cannot upgrade the diner, for example) to raise its overall value. In the Investment Tables below, we detail the exact object/equipment required to maintain the lowest level of a venue and what objects are required to improve it to level 3, the top level of value.

By gutting an existing venue and replacing its objects with those needed for a different business, you can turn many community lots into different venues. You could turn a gym into a museum, if you really put your heart into it.

Investment Tables

Base Price: This is the initial cost of the venue investment.

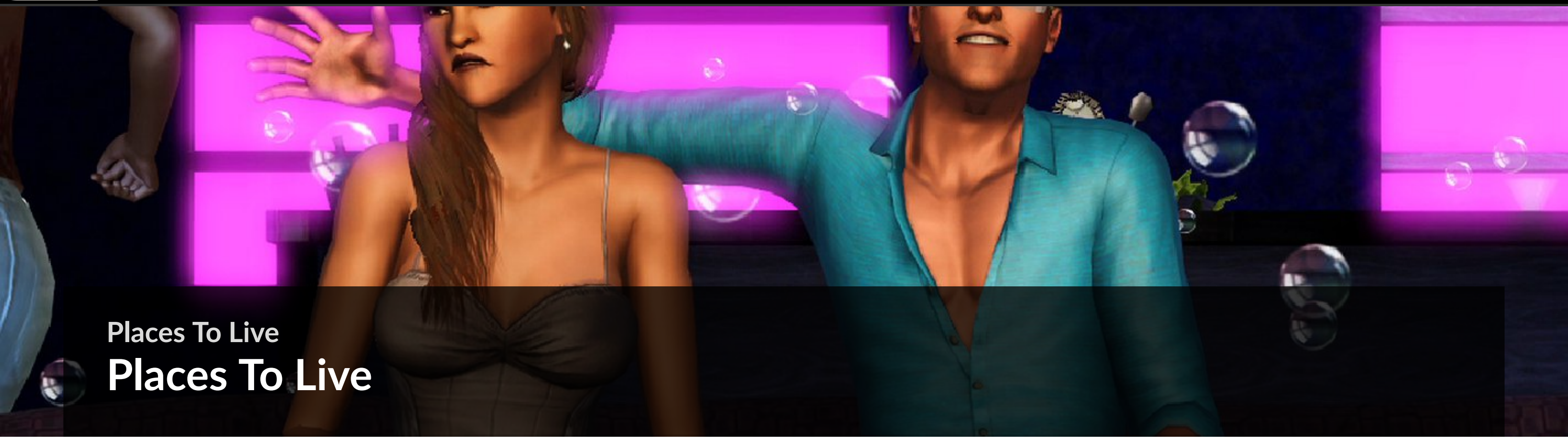
Weekly Incomes: This is how much the venue pays back to the owner per week.

Required Values: This is the required value for each tier of venue quality.

Required Objects: These are the required objects to move up to the designated tier.

Real Estate Values

Location	Partnership Investment, §	Outright Purchase, §
AJV Wellness Center	n/a	126780
Aquarius	n/a	129013
Banzai Lounge	n/a	153514
Bridgeport Acres	n/a	55886
Bridgeport Eternal Rest Cemetery	n/a	133054
Bridgeport Public Library	n/a	179123
Bridgeport Sport Zone	n/a	77884
Butterfly Esplande	n/a	85943
East Tradewinds Shipping Co.	15000	50000
Eugi's	n/a	48890
Hogan's Deep-Fried Diner	6000	24000
Landgraab Marine Science Facility	40000	140000
LLama Co, Stadium	35000	115000
Marina Field	n/a	98802
Mike's Cornerstore	7000	27000
Movie Cineplex	18000	58000
Plasma 501	n/a	116338
Plumbob Pictures Backlot	25000	95000
Sacred Spleen Hospital	30000	105000
Smuggler's Cove	n/a	29056
Steve's Business Complex	50000	170000
The Brightmore	n/a	111560
The Grind	n/a	93720
The Prosper Room	n/a	147882
True Modern Art Gallery	n/a	270947
Waylon's Haunt	n/a	56441
Wilki's Fabulous Books & Bath	20000	80000

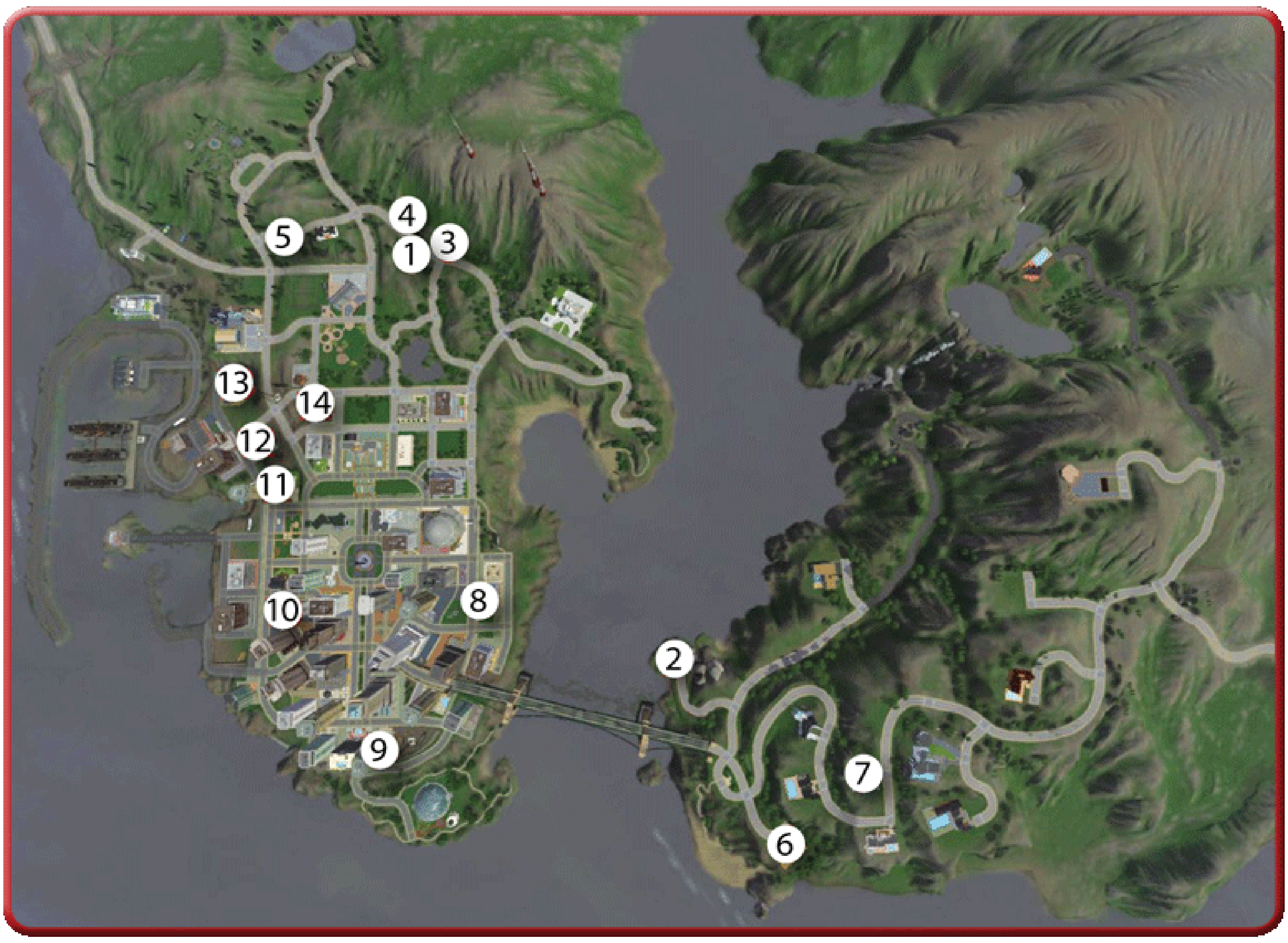


Places To Live

Places To Live

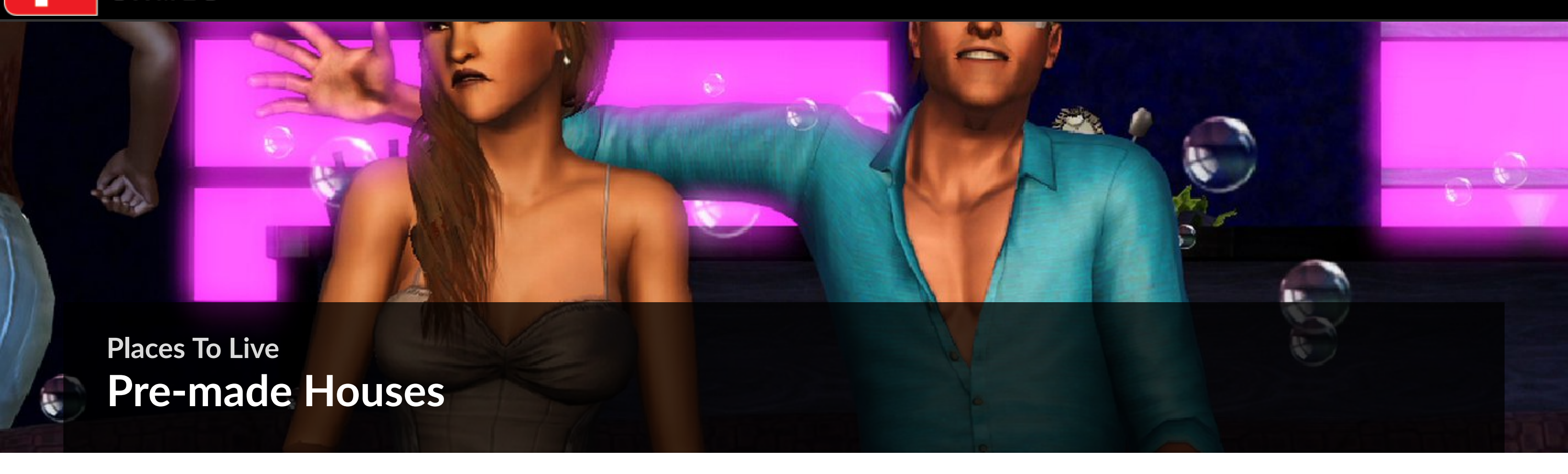
Bridgeport is a city of dreams, but perhaps you don't have the time or will to create your very own dream house? There are multiple living arrangement options in Bridgeport, from affordable suburban houses to cool high-rise apartments right in the heart of the city.

Click here for interactive maps



Places To Live

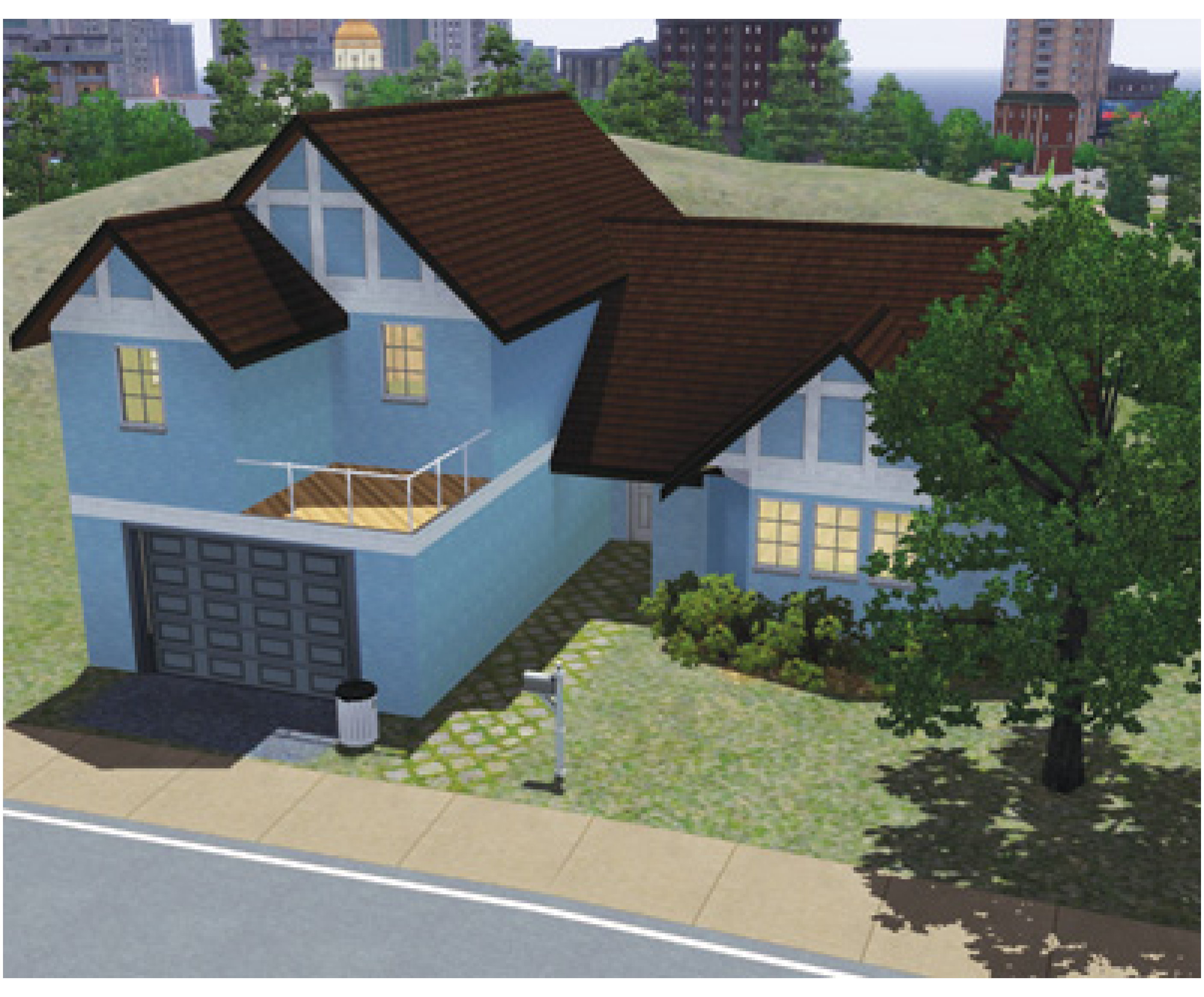
Piece		Category
Location	House/High-rise building	Price, §
1	Rhapsody in Blue	19216
2	Cabin Point	15451
3	Mint Julia	17385
4	Back to the Fuchsia	15985
5	I Can't Believe it's Not Buttercup	15945
6	The Eaves	142028
7	Sugar Cube	123779
8	Founder's Peace	51246
9	Crescent Bay Plaza	5751
10	Powell House	4473
11	Crescent Bay Pied a Terre	25761
12	Veranda Villas	32716
13	Floodgate High-rise buildings	7142
14	Civil Suites	6168



Places To Live

Pre-made Houses

When you first move to Bridgeport, you will not have enough cash for that cute little high-rise building downtown. No, you need to start on the edge of Bridgeport, squarely in suburbia. There are a number of cottages and small houses on the periphery that will do just fine as you get your feet wet in this new city. But as you make bank and enjoy the growing benefits of being a celebrity, consider either building a luxury house on a fat lot or buying one of these available mansions.



House: Rhapsody in Blue

Type: 1 bed, 1 bath

Price: §19,216

House: Cabin Point

Type: 1 bed, 1 bath

Price: §15,451

House: Mint Julia

Type: 1 bed, 1 bath

Price: §17,385

House: Back to the Fuchsia

Type: 1 bed, 1 bath

Price: §15,985

House: I Can't Believe it's Not Buttercup

Type: 1 bed, 1 bath

Price: §15,945

House: The Eaves

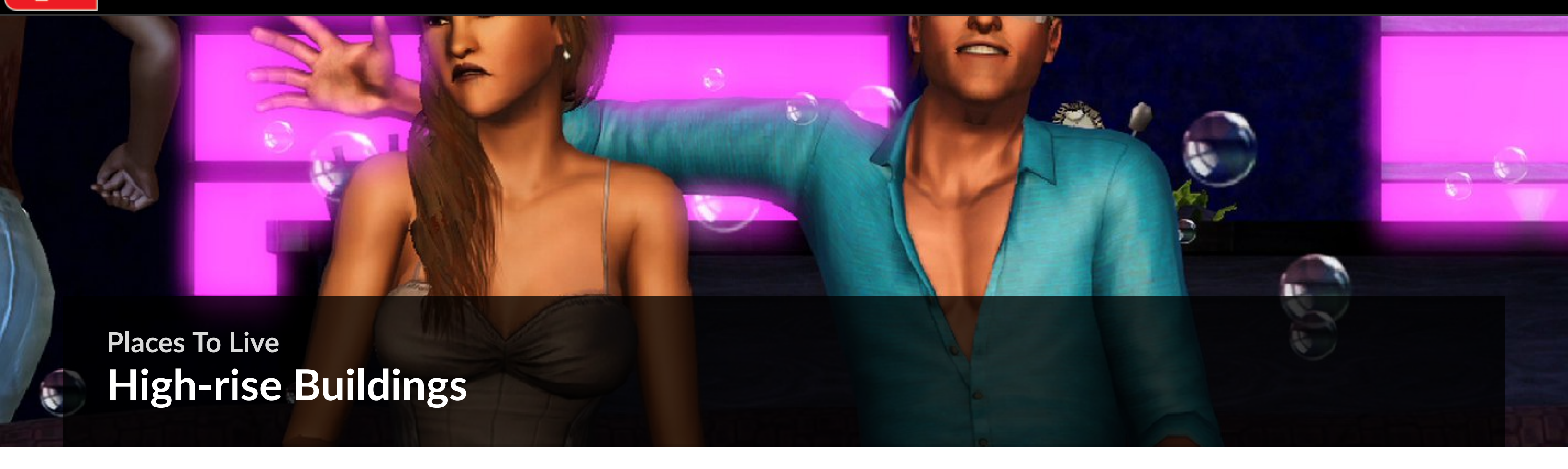
Type: 2 bed, 2 bath

Price: §142,028

House: Sugar Cube

Type: Loft, 2 bath

Price: §123,779

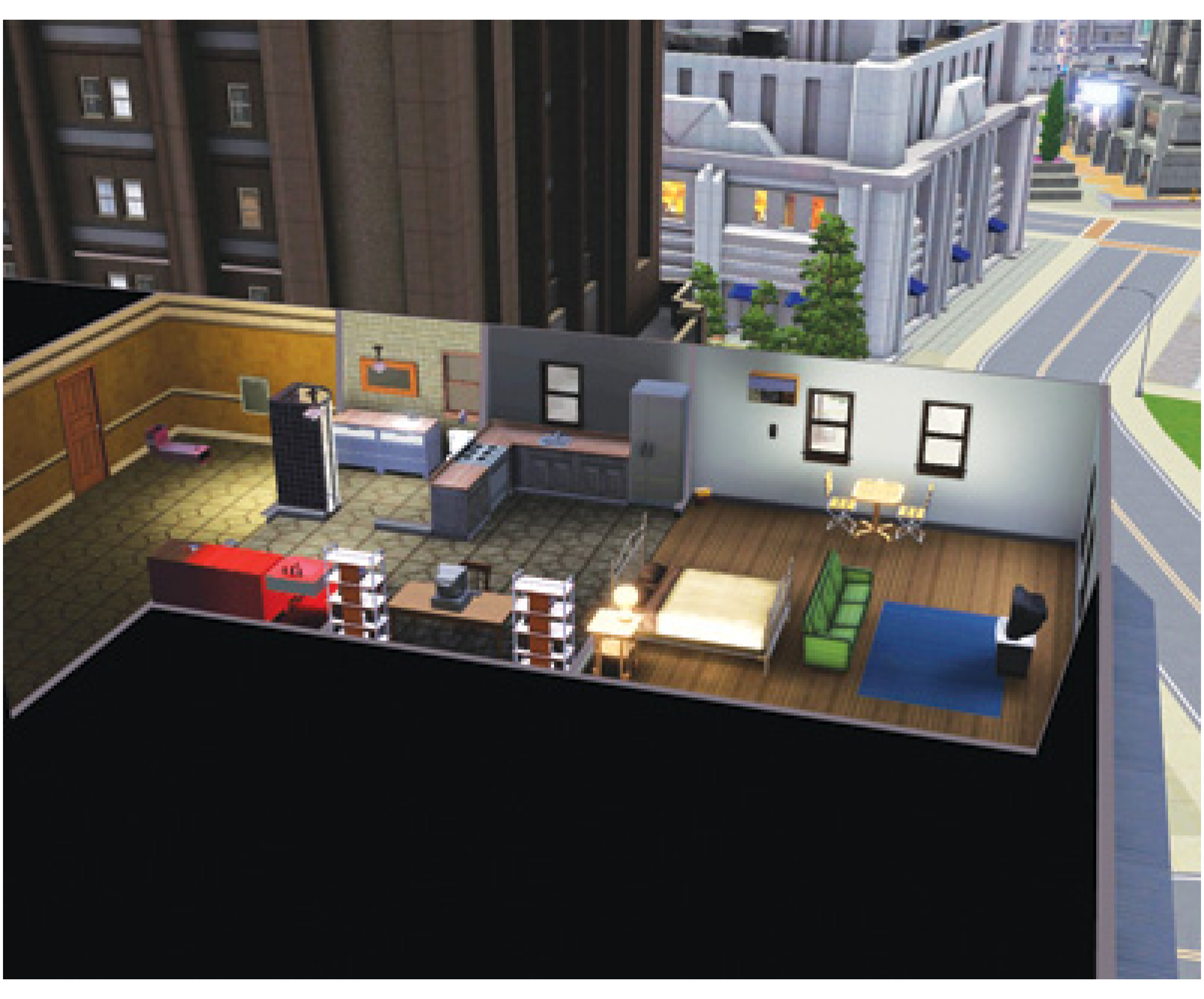


Places To Live

High-rise Buildings

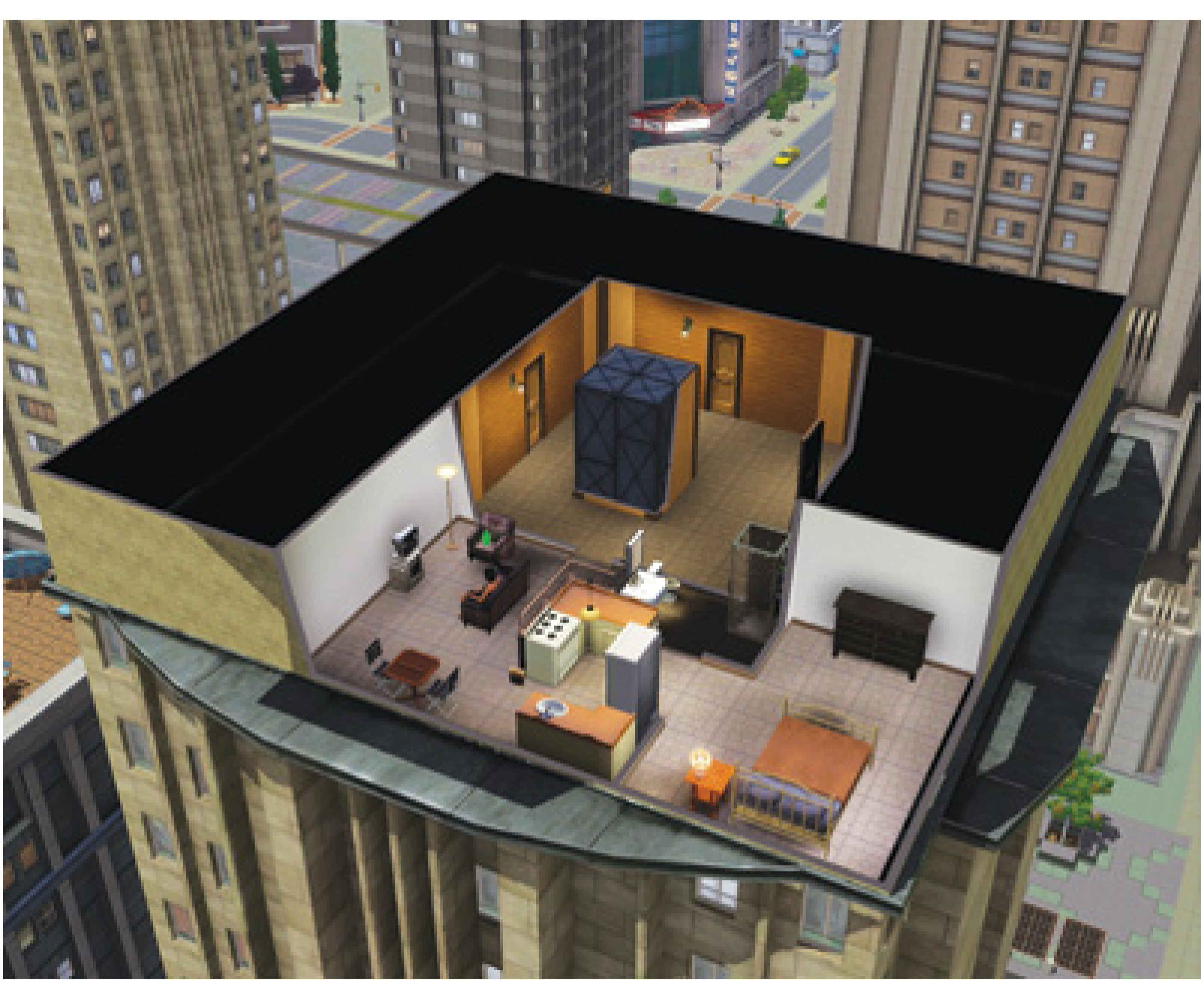
There are several downtown high-rise building properties you can buy. Living in a downtown Bridgeport high-rise is a real luxury, however, just be aware that space is at a premium.

These are not massive high-rise buildings, as you can see. There is typically just room for a single or a couple that doesn't mind close quarters in exchange for immediate downtown access.



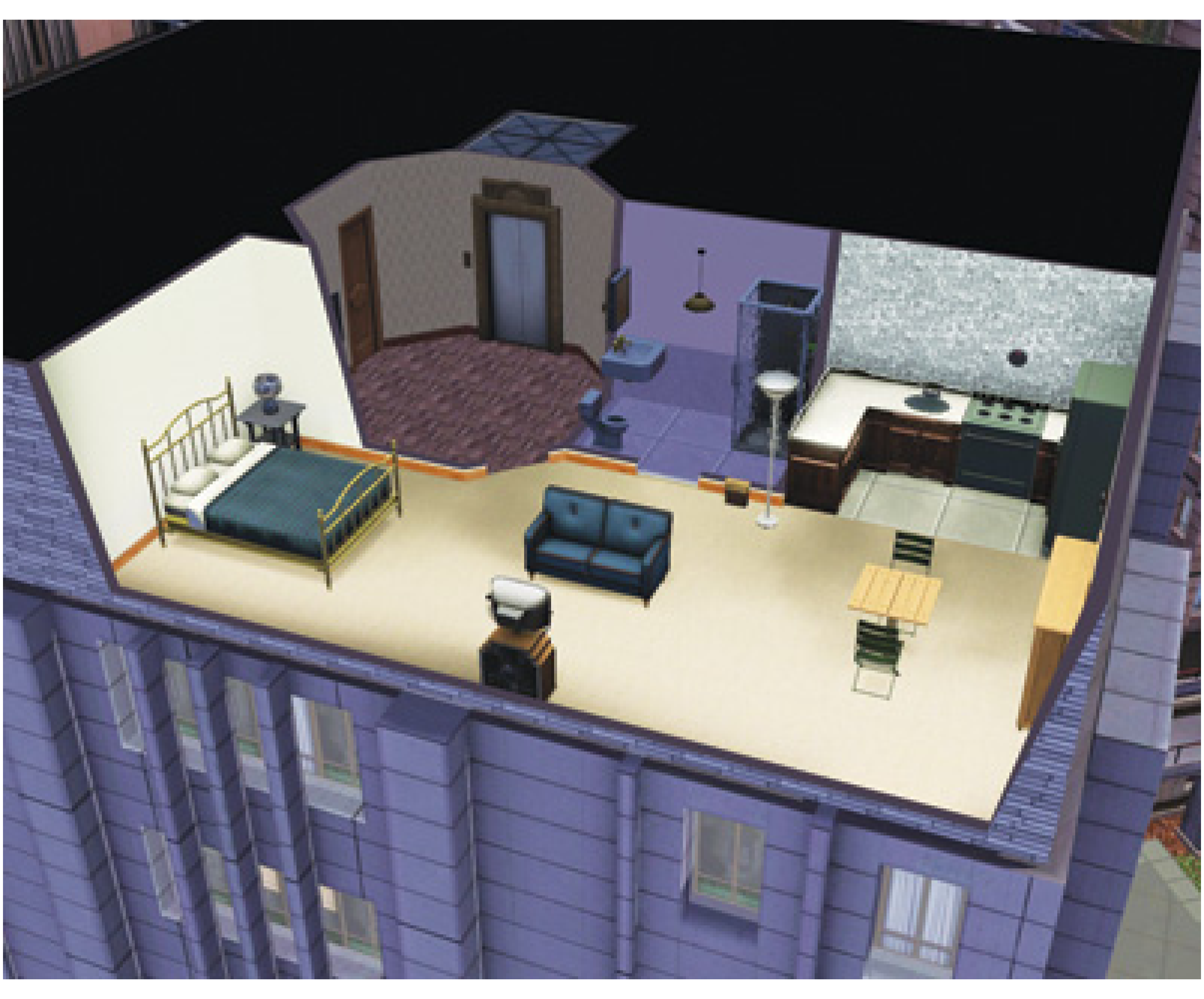
Building: Founder's Peace

Price: §51,246



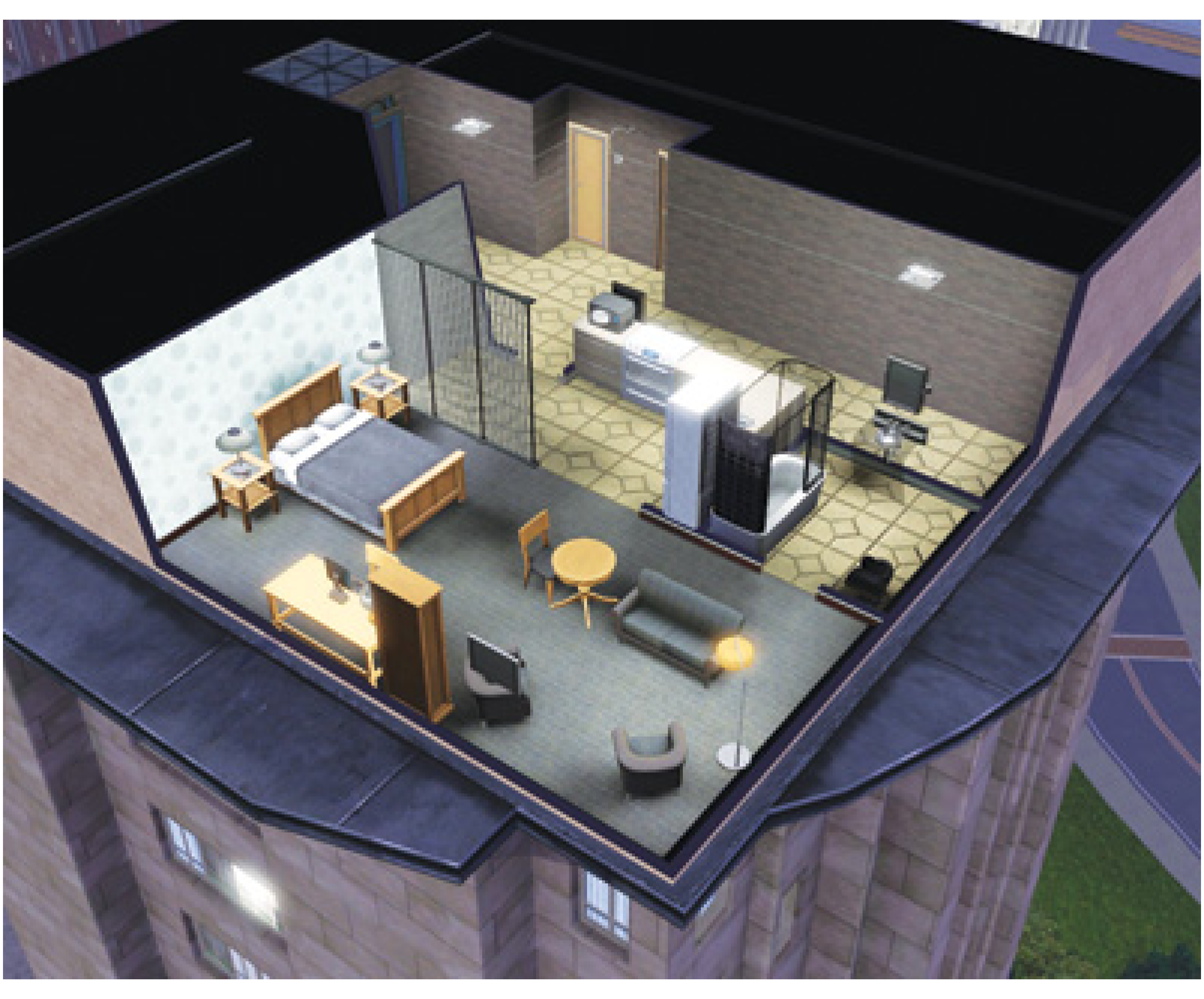
Building: Crescent Bay Plaza

Price: §5,751



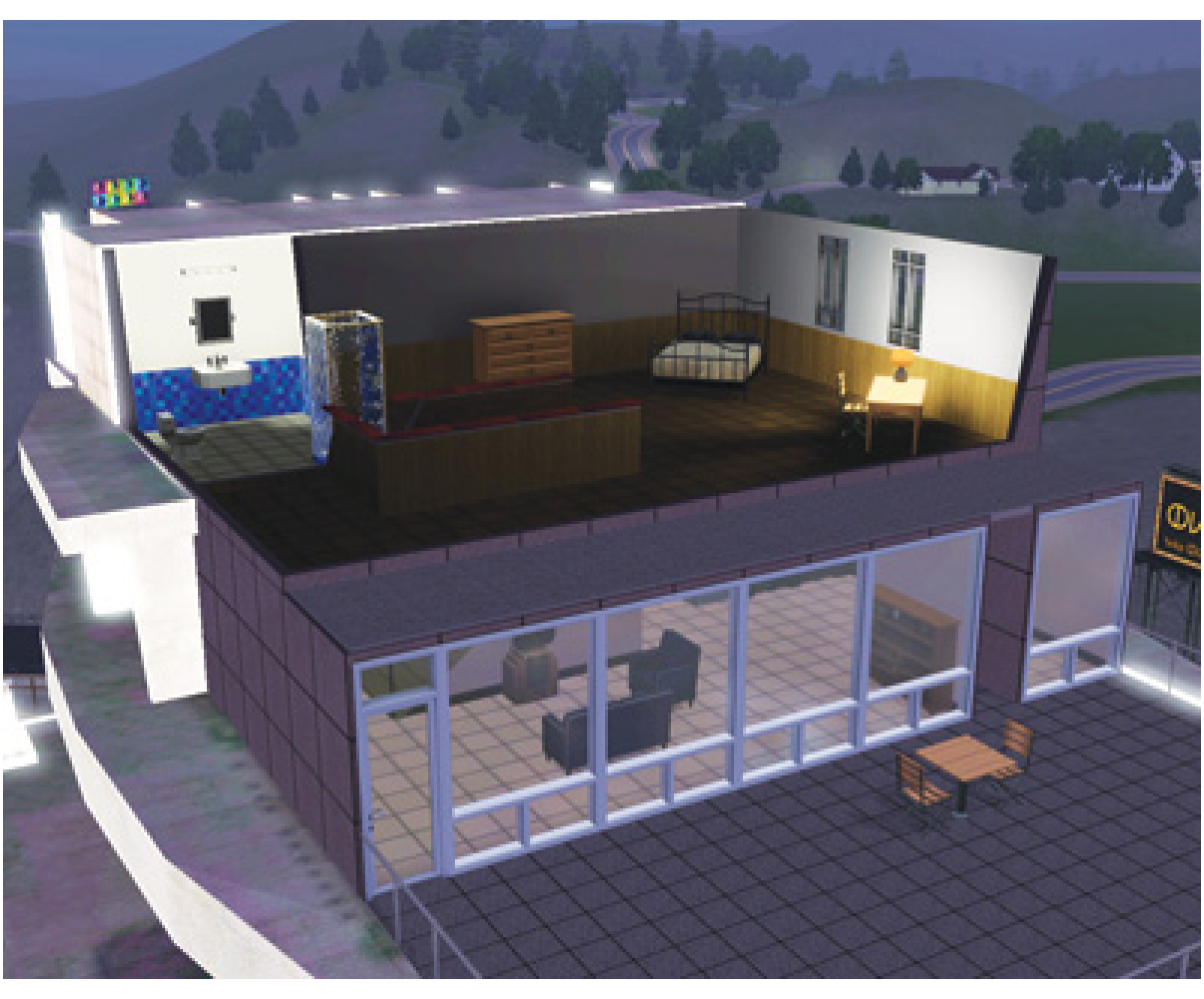
Building: Powell House

Price: §4,473



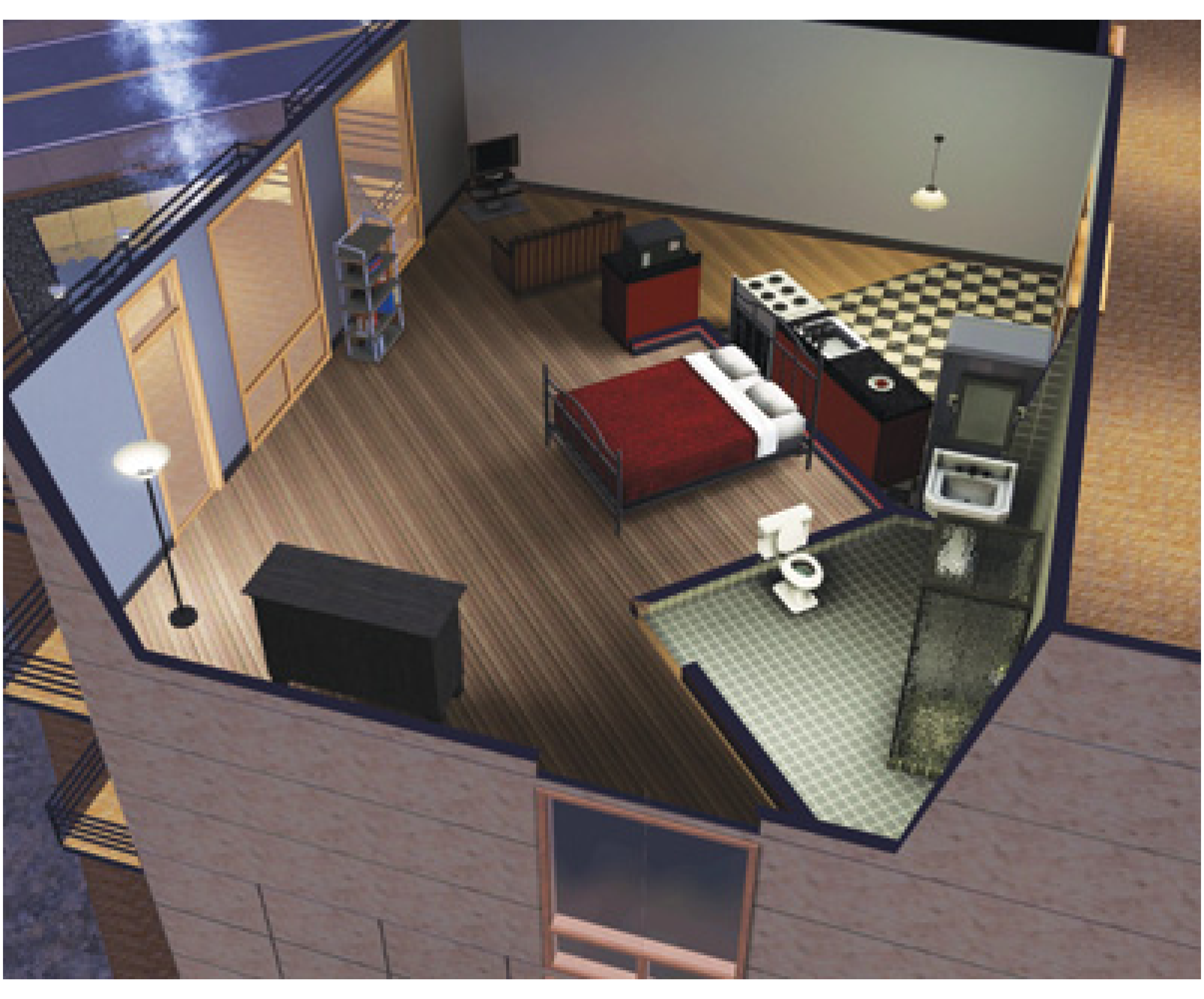
Building: Crescent Bay Pied a Terre

Price: §25,761



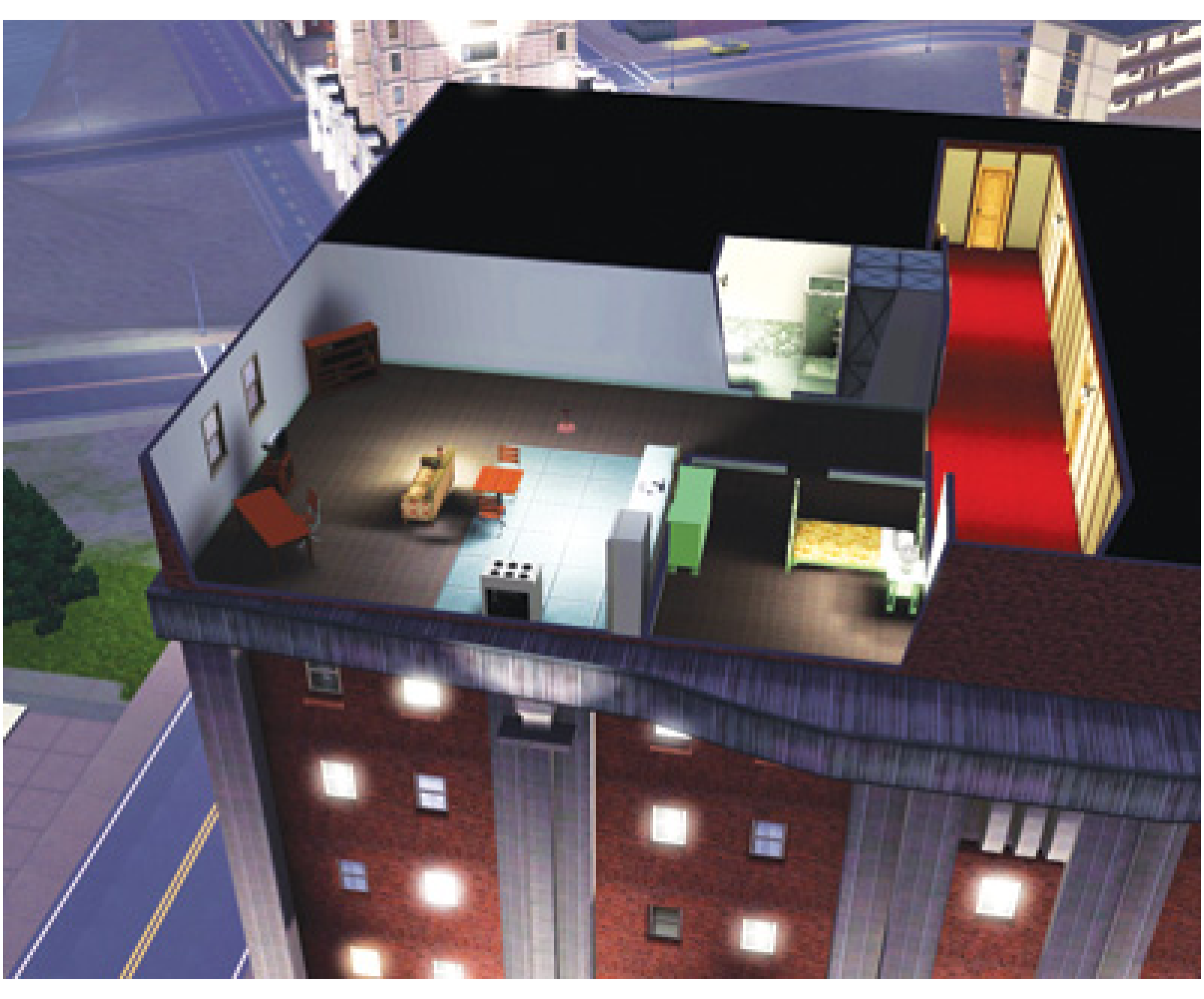
Building: Veranda Villas

Price: §32,716



Building: Floodgate High-rise buildings

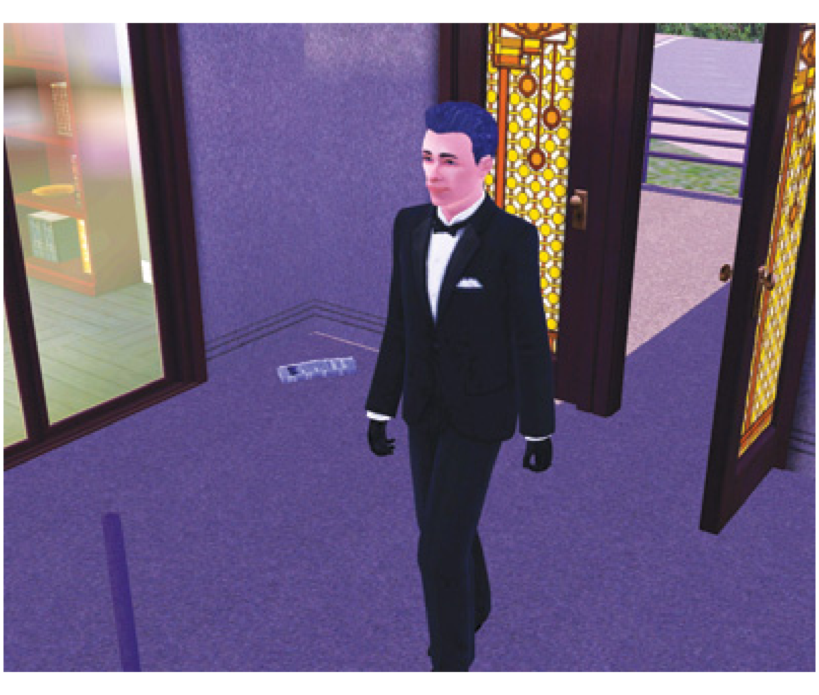
Price: §7,142



Building: Civil Suites

Price: §6,168

The Butler Did It



Hey, if you're going to be a celebrity and live in a big house, you might as well splurge for the ultimate status symbol—a butler. Use your cellphone to Call for Services. The butler is the most expensive option on the list (§1,200 per week!), but the benefits are amazing.

The butler has level 10 Cooking and Handiness skills. The butler makes beverages. The butler gives massages. The butler even has a cool uniform.

But there is one thing you need to know before getting all excited and ordering up a butler—the butler lives with you. So you better have a separate room with a bed for the butler.

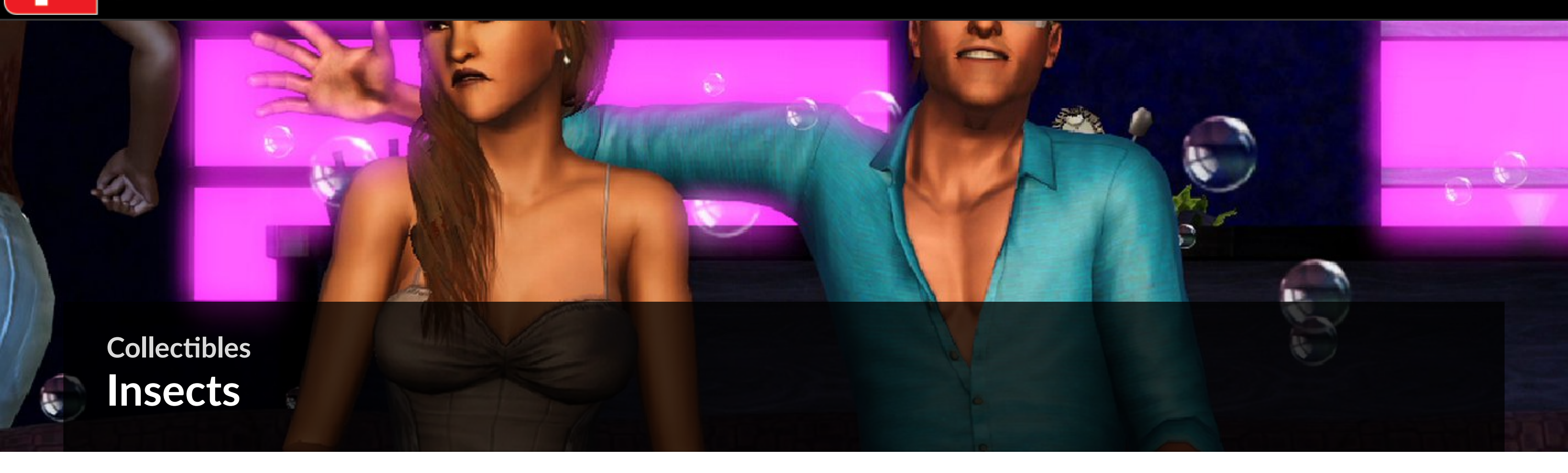
Collectibles

Collectibles

There’s more to find than fame and fortune in Bridgeport. This metropolis is full of collectible items that will enhance your home, beautify your lots, and even make you a few Simoleons on the side. Late Night introduces some new insects, metals, and gems that observant citizens will find in almost every corner of town. And if you are after specific collectibles, you just need to know where to look—and that’s what we’re here for.

You can collect butterflies and beetles to sell to the science facility (or keep for yourself). Precious gems and metals can be refined into brilliant treasures. Space rocks have crashed into the ground all around Bridgeport, too. Use the maps in this section to pinpoint the locations of all collectibles.

A randomness factor is involved in collecting. Though we have provided the locations of collectibles, there is a chance they will not be there on the specific day you check. Maybe the next day. Maybe the next week. And if multiple collectibles in a category are listed for a spot, perhaps only one of that group will be present on any given day.



Collectibles

Insects

There are two types of insects to collect—beetles and butterflies. Collecting these insects gets your Sims out of the house so they can avoid going Stir Crazy and soak up some nature. Insects can be sold to the science facility for Simoleons (the rarer the insect, the more it is worth) or kept on your lot in terrariums.

Sims love to have a collection of pretty insects at home, so consider your lot environment before trading these finds in for cash. Having an attractive butterfly or rare beetle in a terrarium could be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet upon walking into it.

Beetles

Watch your step! There's an entire world under your feet. Beetle skitter and scurry about, minding their own business until a curious Sim like you comes along to collect them. There are several types of beetles you can find in Bridgeport, all worth different amounts of Simoleons if you take them to the science facility. But keep in mind that the more valuable a beetle is to the science facility, the more of an environmental bonus it will have on your lot.

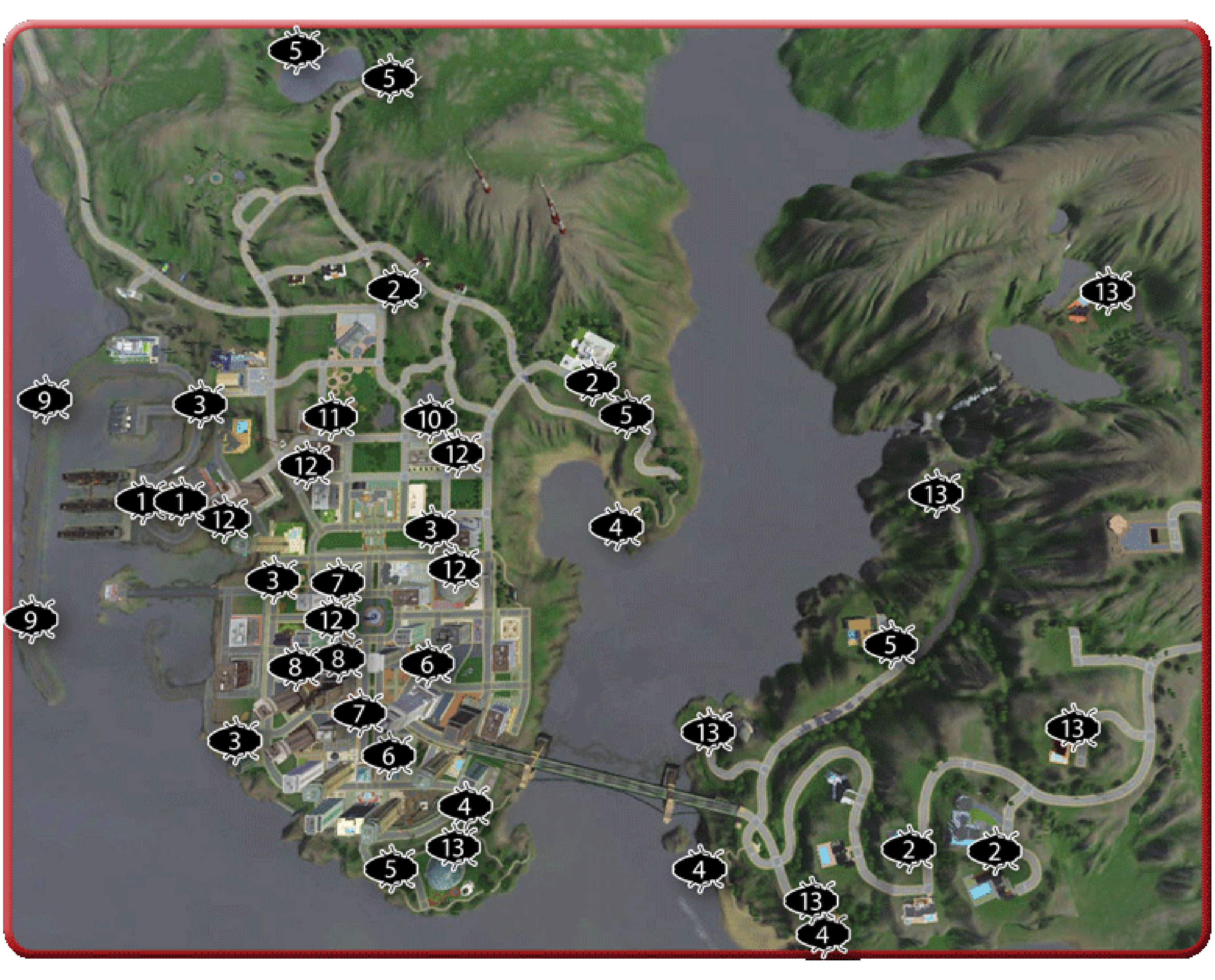
New Beetles

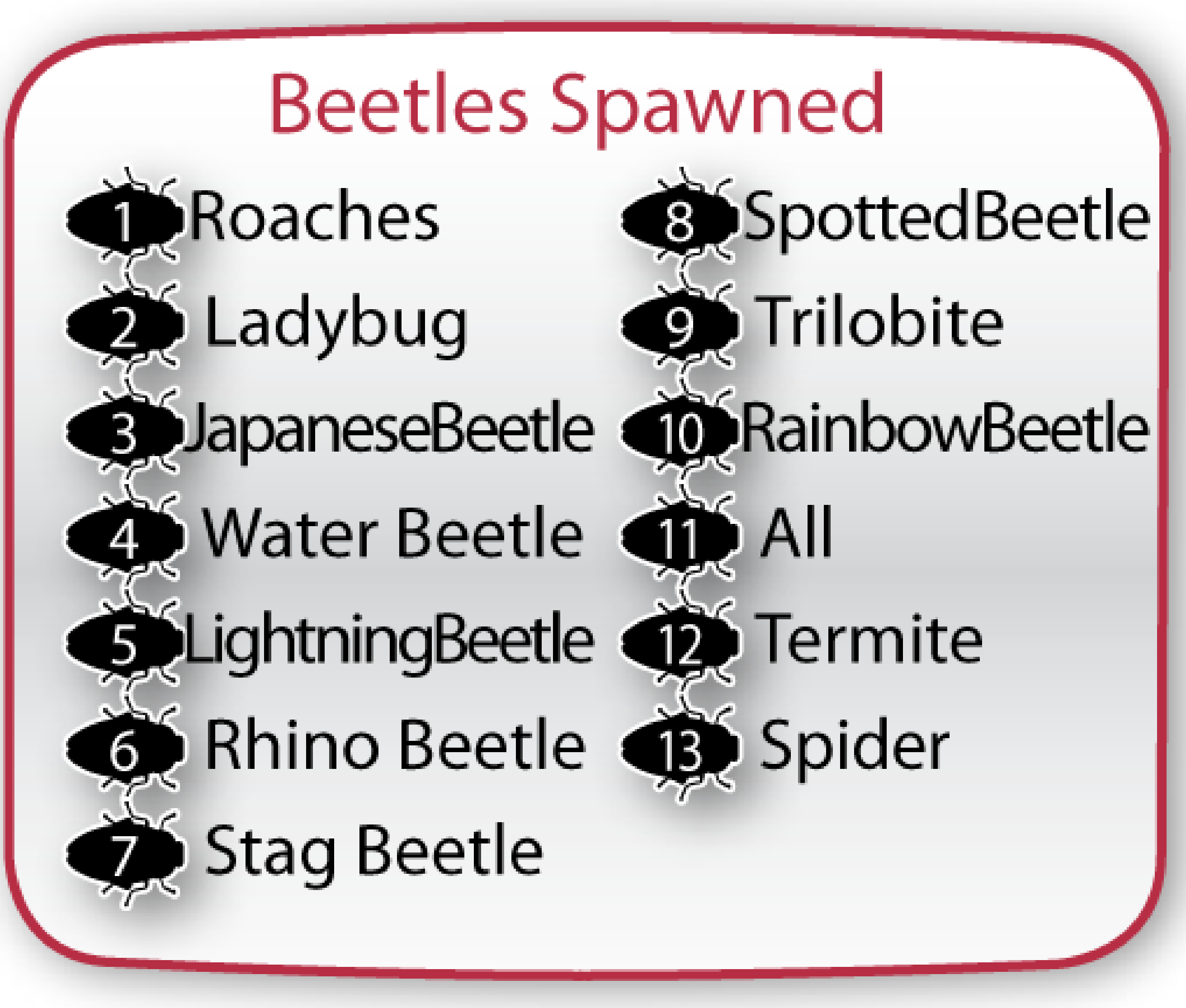
There are two new types of collectible beetles in Bridgeport—Termites and Spiders. They are each common insects with low base values.

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Termite	Common	5
Spider	Common	15
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1,400

Beetles Spawned

Click here for interactive maps





Beetles Spawned

1 Roaches
2 Ladybug
3 JapaneseBeetle
4 Water Beetle
5 LightningBeetle
6 Rhino Beetle
7 Stag Beetle
8 SpottedBeetle
9 Trilobite
10 RainbowBeetle
11 All
12 Termite
13 Spider

Butterflies

Butterflies float and flit around town, filling the air with flashes of color. Like beetles, there are many different butterflies in Bridgeport, each with a different value to both the science facility and your home. As tempting as it is to trade those pretty little wings in for some cash, you may wish to install a handful of butterflies in terrariums around your lot for the beautification factor.

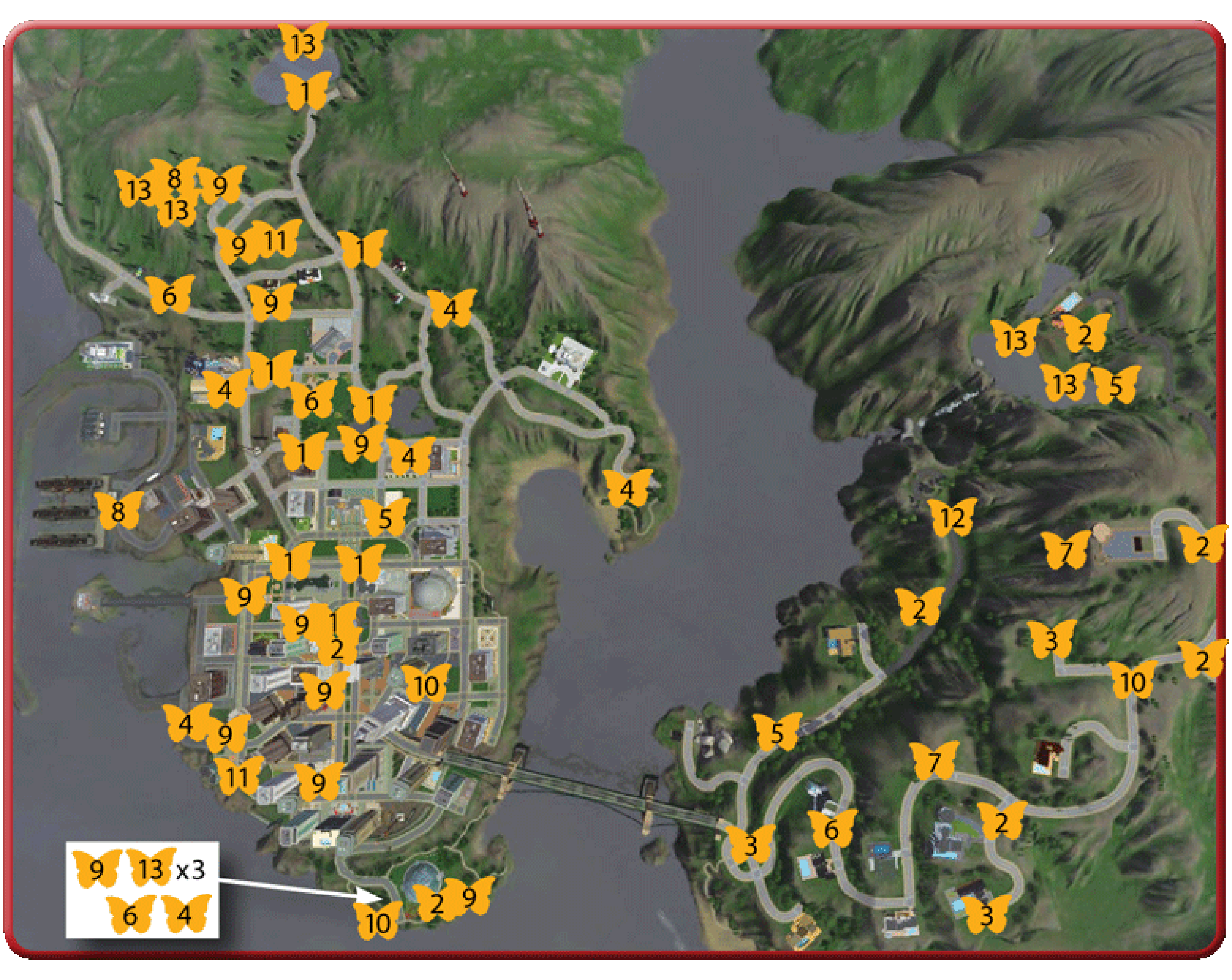
New Butterflies

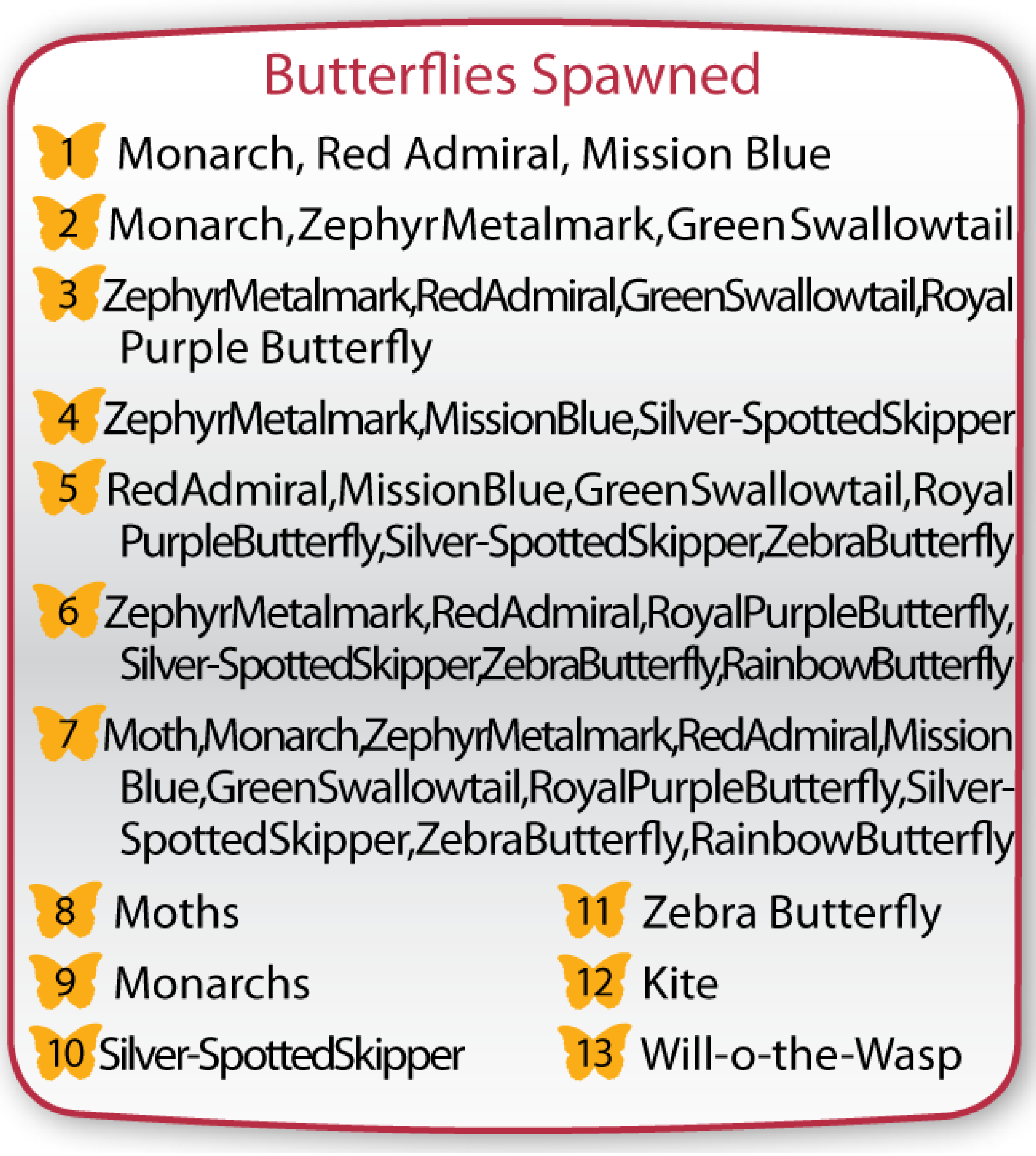
Unlike the basic bugs in Bridgeport, the new butterflies—Will 'o the Wisps—are valuable and tougher to locate. The rarest Will 'o the Wisp is the pink variety, with a base value of 850 Simoleons.

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Will O' Wisp Green	Uncommon	80
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Will O' Wisp Blue	Rare	250
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Will O' Wisp Pink	Very Rare	820
Rainbow Butterfly	Extraordinarily Rare	1,080

Butterflies Spawned

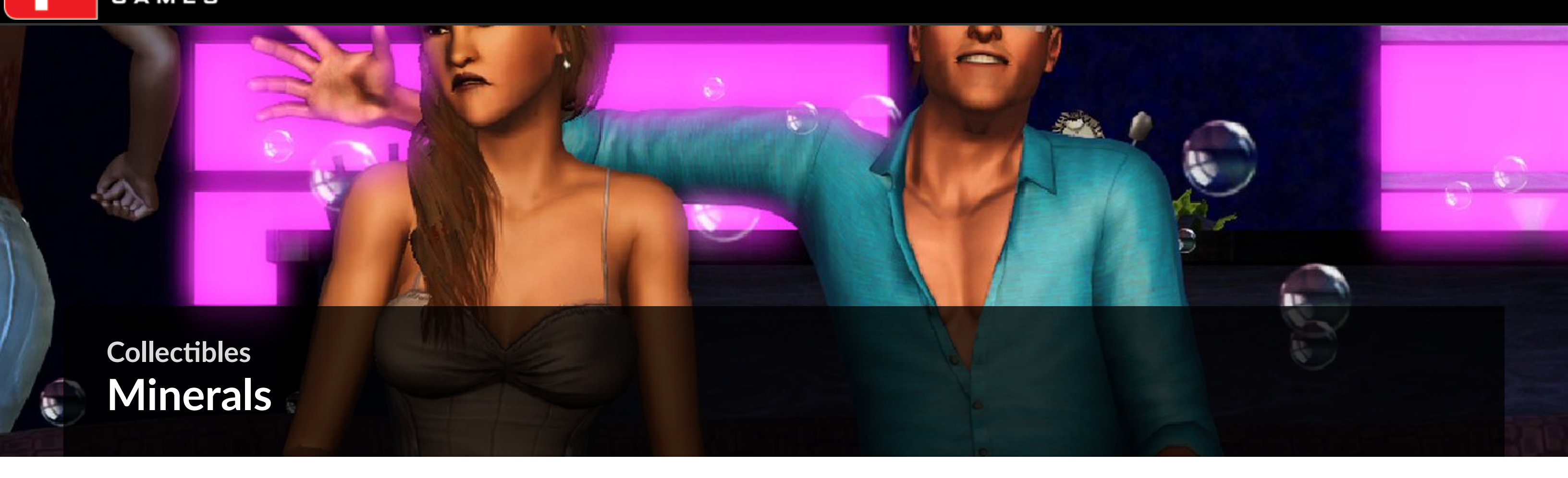
Click here for interactive maps





Butterflies Spawned

1 Monarch, Red Admiral, Mission Blue
2 Monarch,ZephyrMetalmark,GreenSwallowtail
3 ZephyrMetalmark,RedAdmiral,GreenSwallowtail,Royal Purple Butterfly
4 ZephyrMetalmark,MissionBlue,Silver-SpottedSkipper
5 RedAdmiral,MissionBlue,GreenSwallowtail,Royal PurpleButterfly,Silver-SpottedSkipper,ZebraButterfly
6 ZephyrMetalmark,RedAdmiral,RoyalPurpleButterfly, Silver-SpottedSkipper,ZebraButterfly,RainbowButterfly
7 Moth,Monarch,ZephyrMetalmark,RedAdmiral,Mission Blue,GreenSwallowtail,RoyalPurpleButterfly,Silver-SpottedSkipper,ZebraButterfly,RainbowButterfly
8 Moths
9 Monarchs
10 Silver-SpottedSkipper
11 Zebra Butterfly
12 Kite
13 Will-o-the-Wasp



Collectibles

Minerals

Gems

Don't just walk by the rocks you see on the ground. Upon closer inspection, your Sim will discover that some of them are actually gems.

However, gems require an extra step to make good use of them. You must send them away to be cut into beautiful stones, which increases their value.

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	9	21
Smoky Quartz	1	105	15	25
Emerald	1	105	20	30
Ruby	1	105	25	35
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow Gem	1	105	450	700
Luminorious Gem	1	105	150	350
Pink Diamond	1	105	1,200	1,650

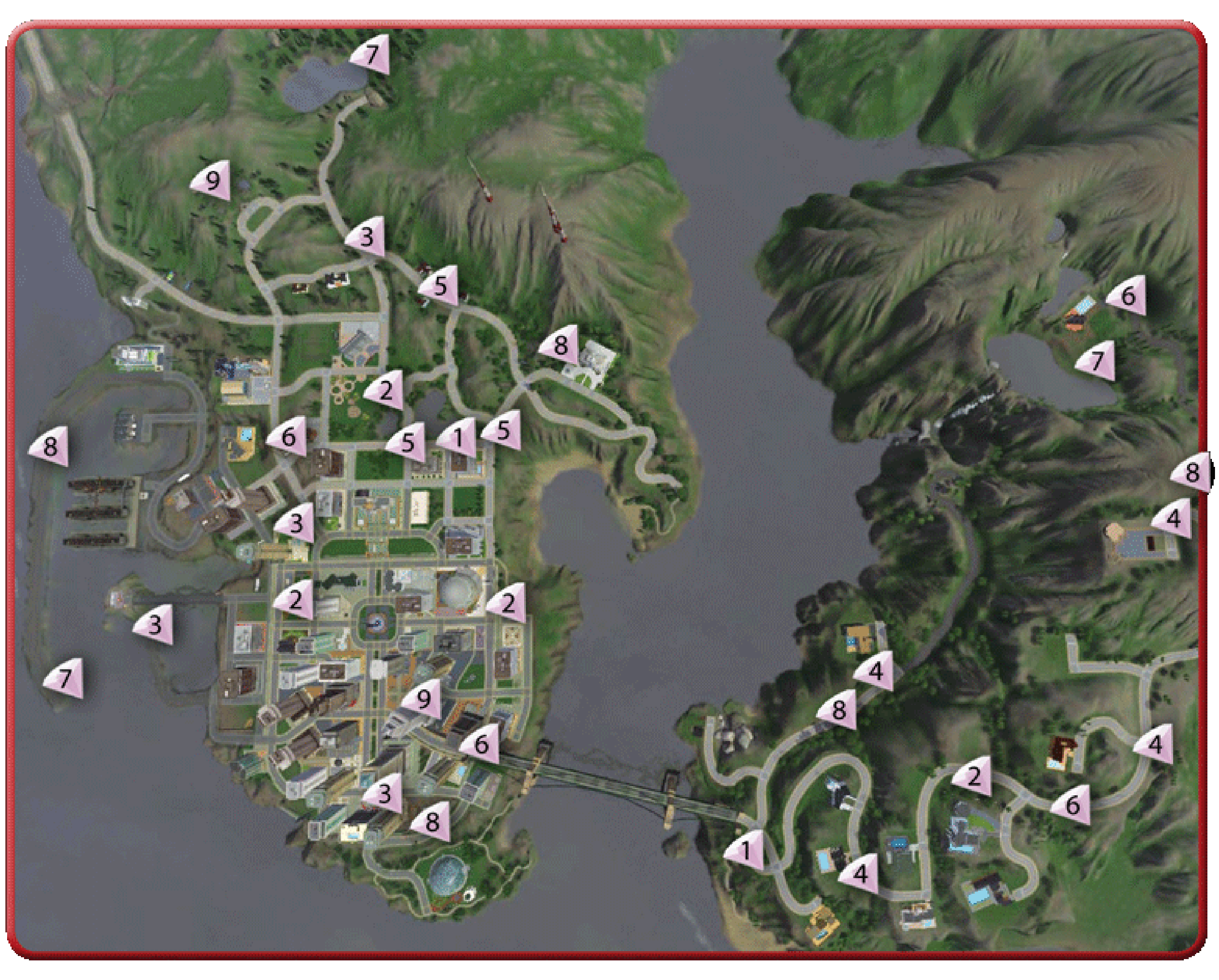
New Gems

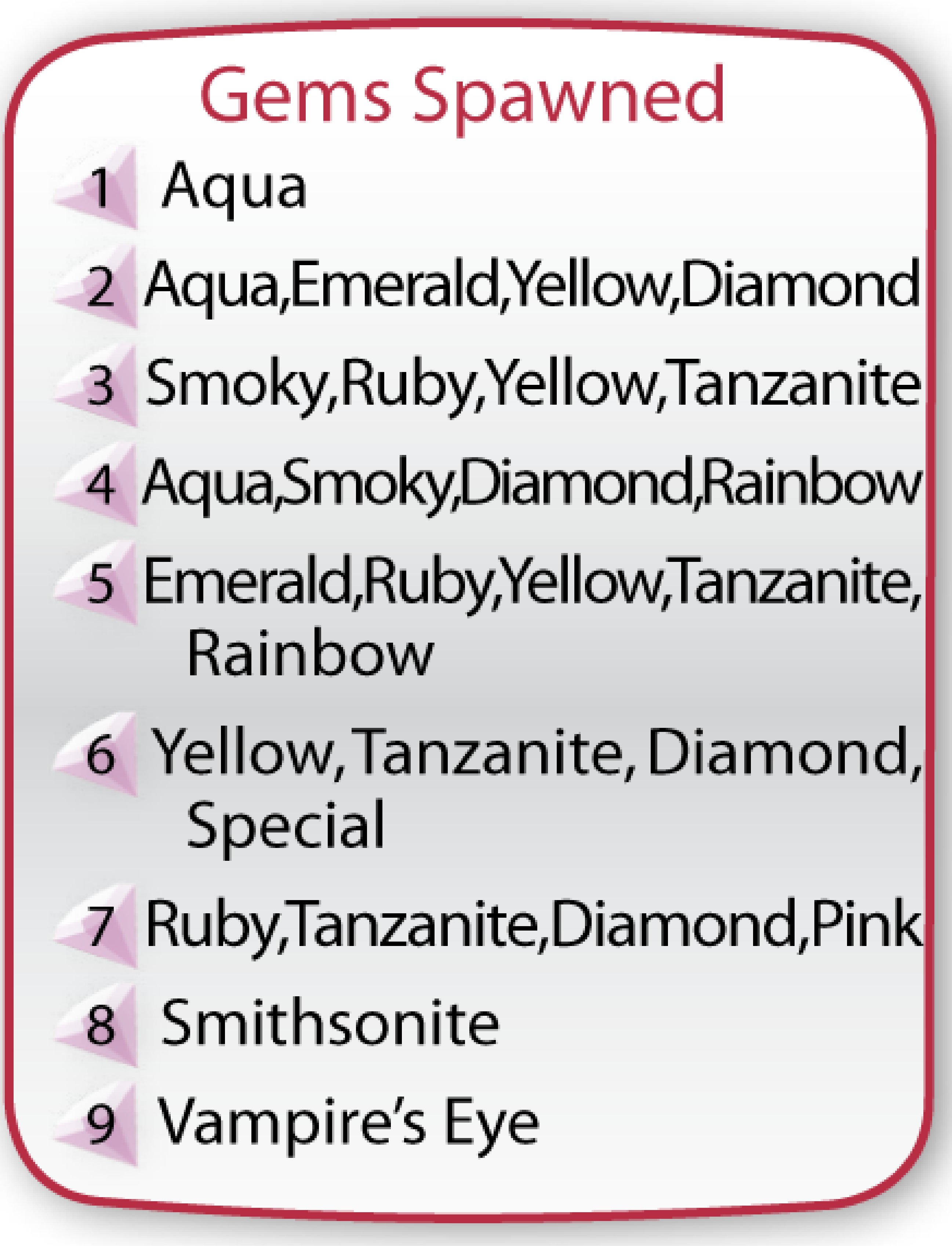
Late Night introduces two new gems: Smithsonite and Vampire's Eye. The gems' values are:

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Smithsonite	1	105	31	71
Vampire's Eye	1	105	220	375

Gems Spawned

Click here for interactive maps




Gems Spawned
1 Aqua
2 Aqua,Emerald,Yellow,Diamond
3 Smoky,Ruby,Yellow,Tanzanite
4 Aqua,Smoky,Diamond,Rainbow
5 Emerald,Ruby,Yellow,Tanzanite, Rainbow
6 Yellow, Tanzanite, Diamond, Special
7 Ruby,Tanzanite,Diamond,Pink
8 Smithsonite
9 Vampire's Eye

Having a gem cut increases its value, but this comes at a cost. You must pay to have a gem cut, which occurs when you send it away via the mailbox in front of your lot. Now, when you first start collecting gems, there is only one cut available: Emerald.

The next available cut is Oval, but to unlock this cut, you need to send off four previously collected gems to be cut by the professional jeweller. After that fourth cut, you get a note saying the Oval cut is now available.

So, while it does cost to get these gems cut, the more you do it, better cuts you get—and the more money you can make from selling. The best cut is the Heart cut, which multiplies the value of the gem five-fold.

Metals

There are several different kinds of precious metals you can pull off the ground—iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form. These metals must be smelted to make them valuable—and pretty.

To turn ore into ingots, just send them away via an interaction with your lot's mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the §40 smelting fee.

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1,000	1,800

New Metals

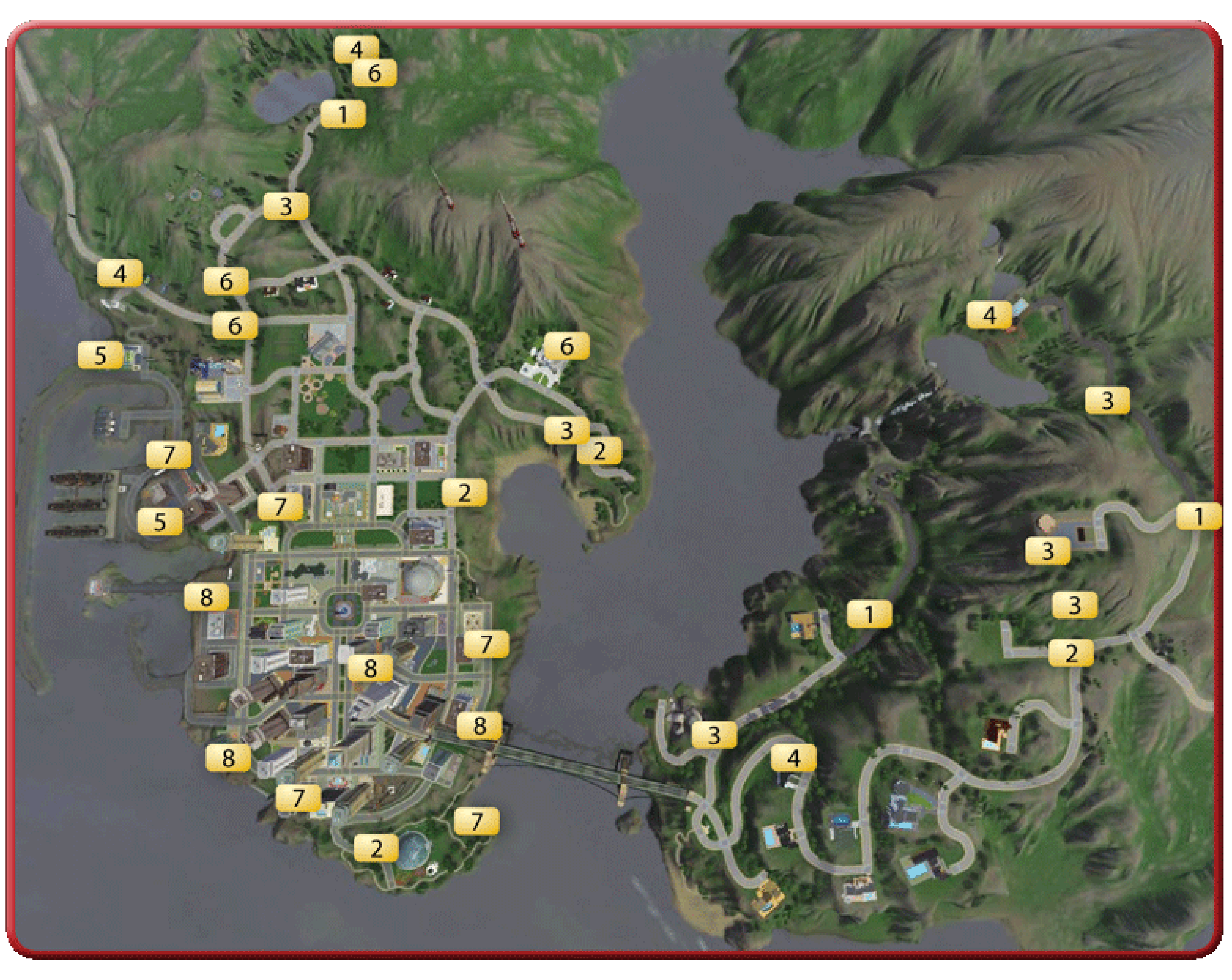
Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Tungsten Carbide	100	1,095	35	70
Carbon Steel	100	1,095	120	300

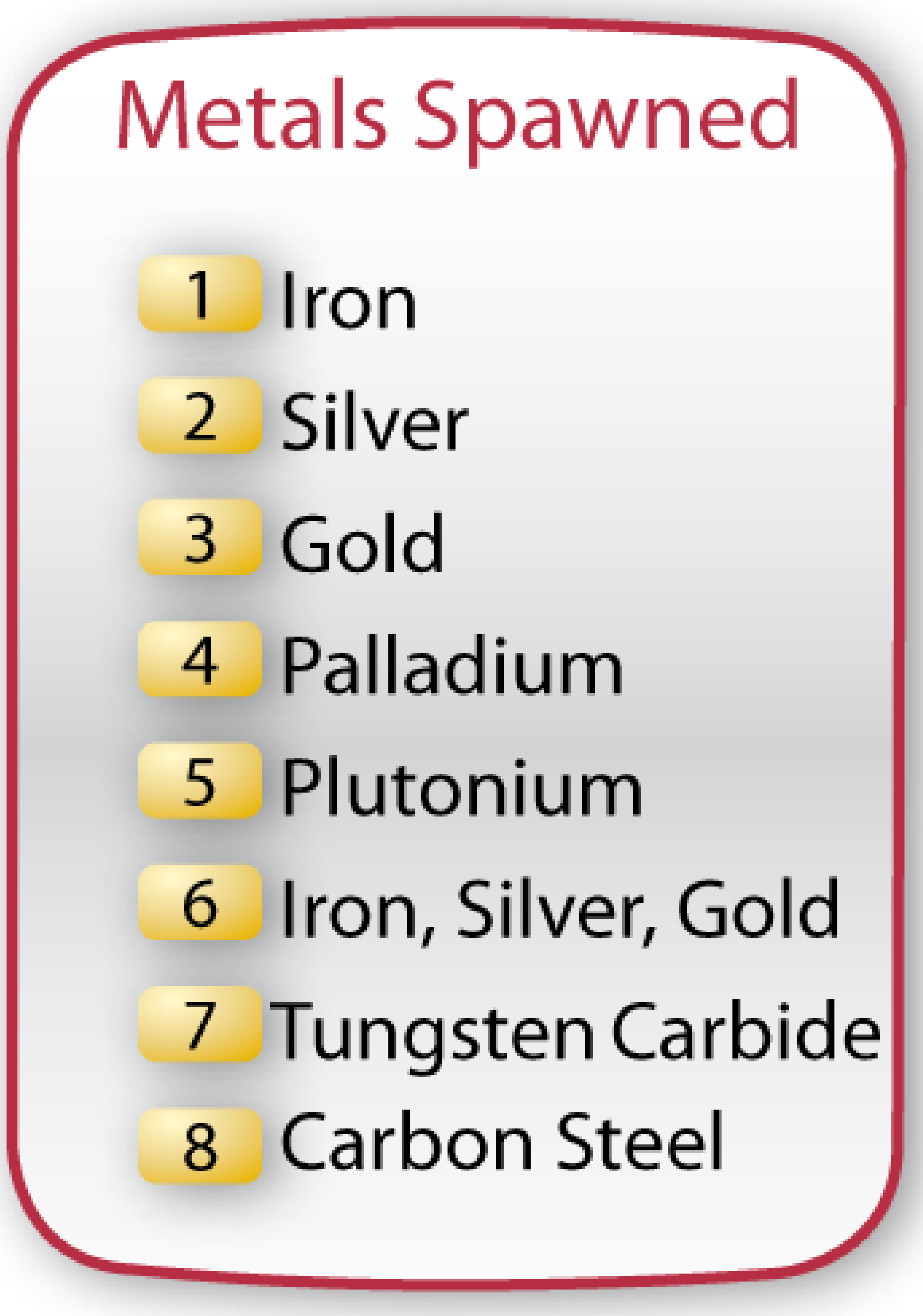
Late Night's city of Bridgeport is home to a duo of new metals: Tungsten Carbide and Carbon Steel. These are valuable additions to the metals you may purchase and smelt.

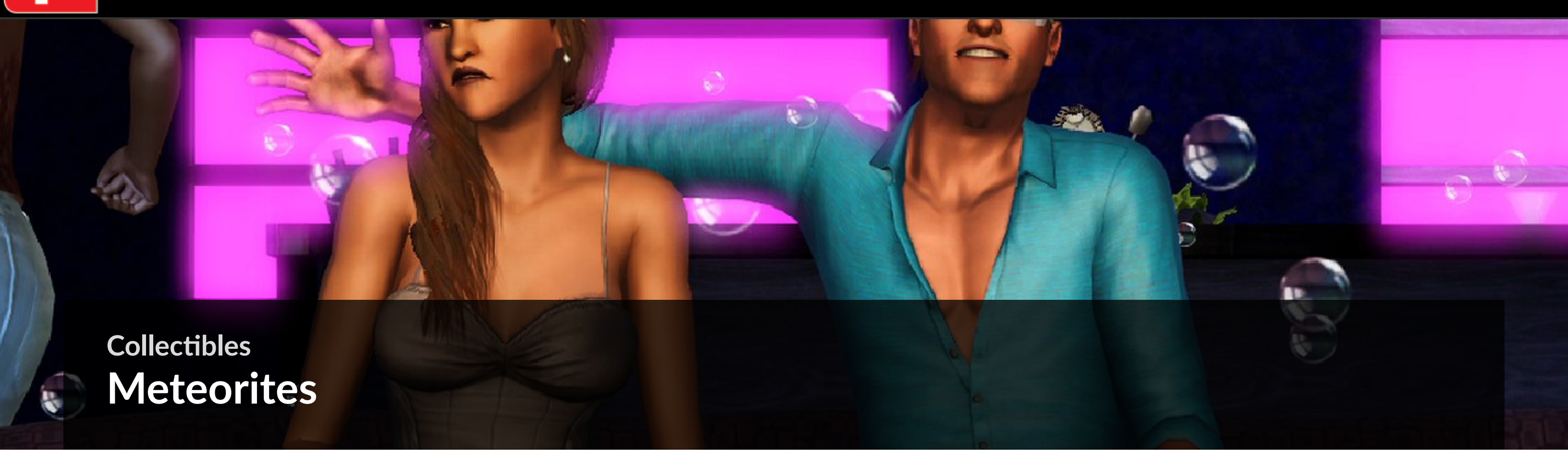
As alluring as the bar and celebrity scene is in Bridgeport, do not ignore the opportunity to scoop up these precious metals and put them in your collection.

Metals Spawned

Click here for interactive maps




Metals Spawned
1 Iron
2 Silver
3 Gold
4 Palladium
5 Plutonium
6 Iron, Silver, Gold
7 Tungsten Carbide
8 Carbon Steel



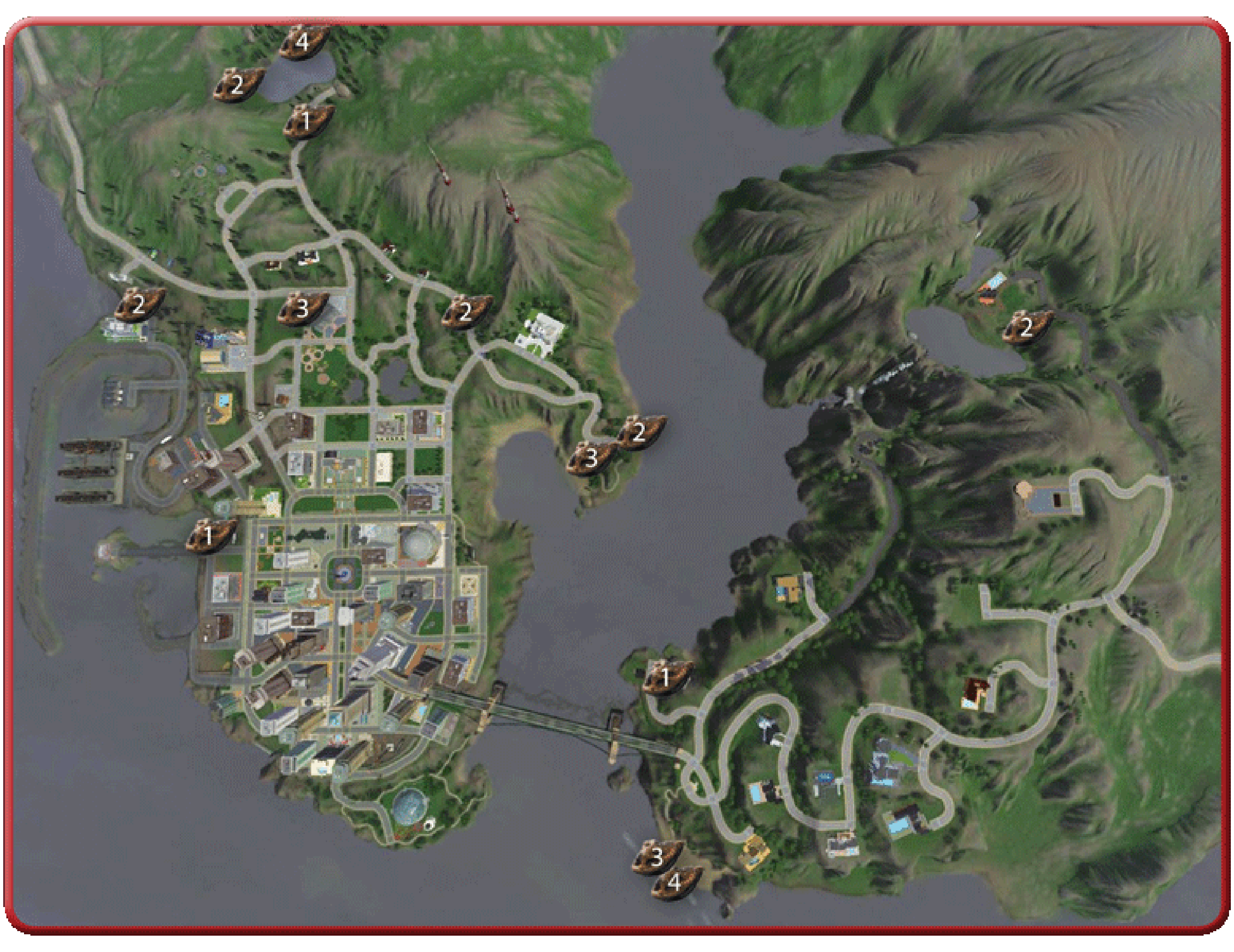
Collectibles

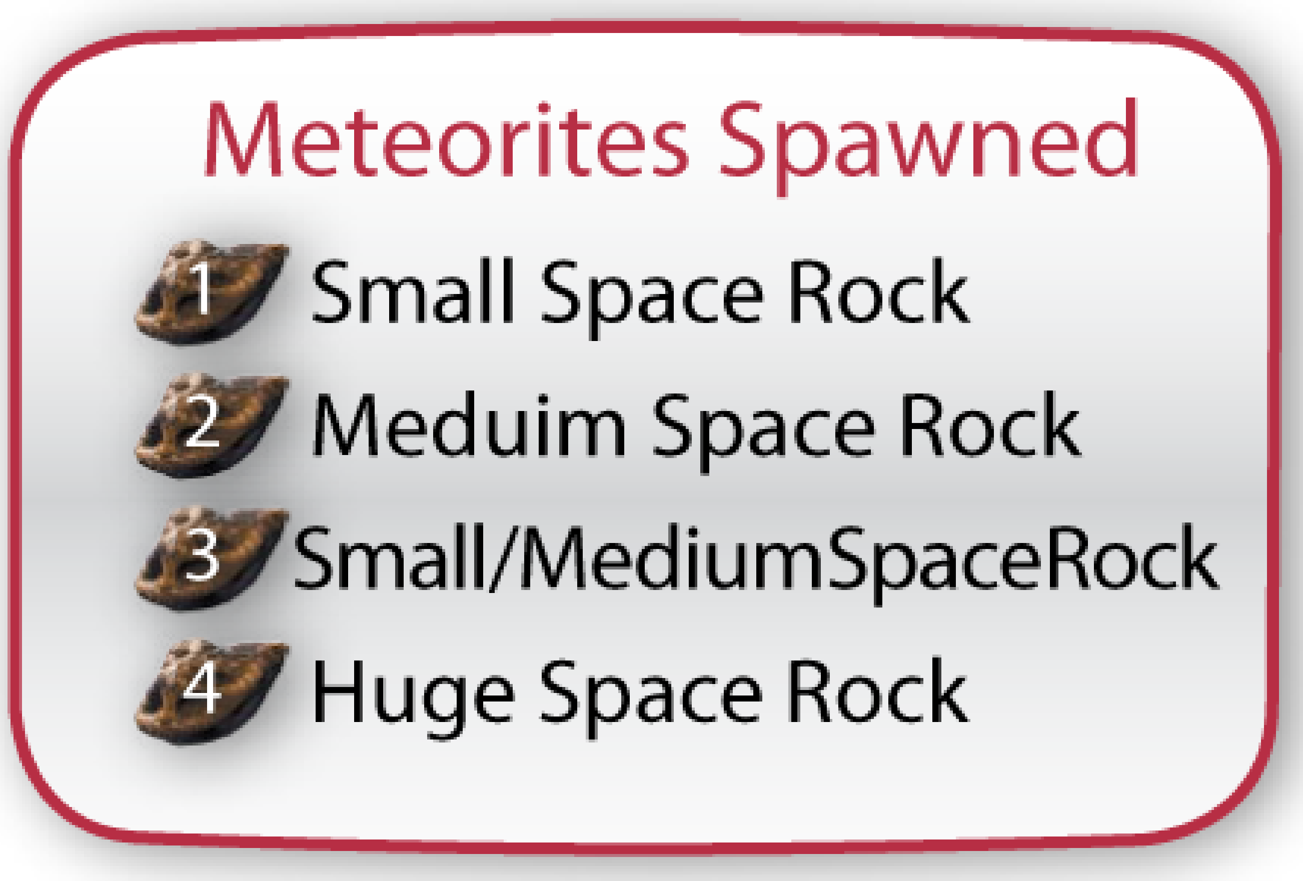
Meteorites

Not every rock you pick up in Bridgeport is of this planet. Some are meteorites from the great beyond that twinkles beyond the neon-lit skies of Bridgeport.

These rocks can be worth serious Simoleons if you play your cards right and are not afraid of a little risk. There are three sizes—small, large, and huge.

Click here for interactive maps





Meteorites

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1,050	50	200
Huge	50,000	1,001,000	2,000	4,500

Meteorites can be worth quite a bit of money, but there is a degree of risk when you analyze a meteorite to determine what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified.

For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value. After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock.

Here is a list of all of the possible results of analysis and the value multipliers of such discoveries:

Meteorite Values

Meteorite	Value Multiplier
Acapulcoite	0.7
Angrite	1
Ataxite	1.5
Aubrite	1.4
Brachinite	1.2
Carbonaceous Chondrite	5
Chassignite	1.2
Diogenite	0.9
Enstatite Chondrite	6
Eucrite	0.8
Hexahedrite	1.6
Howardite	0.7
Kamasite	1.75
Lodranite	0.8
Lunar	1.3
Mesosiderite	10
Nakhlite	1.1
Octahedrite	1.8
Ordinary Chondrite	0.5
Pallasite	4
Rumurutite	3
Shergottite	1
Unusual Bellacite	1.6
Unusual Custerous Gossticite	1.9
Unusual Dukeadite	2.2
Unusual Holmberic	1.8
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Rodiekceous	2
Unusual Sporecite	1.7
Ureilite	0.9
Winonaite	1.3

Magical Gnomes

There are a pair of new magic gnomes in Late Night. These two gnomes are based on new features in this expansion—celebrity and vampires.

When you discover a magical gnome, put him in your house or somewhere on your lot. Immediately, you get a nice environmental bump. But the real magic of these little gnomes doesn't kick in until between the hours of 3 a.m. and 6 a.m..

While you are sleeping, these little gnomes like to get into mischief. When you are not looking, they gnomes move around. Sometimes they just move into new positions, like lounging next to your pool. However, some of the gnomes like to cause trouble, like turning on the TV or stereo in the middle of the night, waking up Sims.

The Celebrity magic gnome is sometimes found in the catacombs below the graveyard or inside ore and uncut rocks. This magic gnome loves to be placed near hot tubs, professional bars (on lots you own), and expensive vehicles.

The Vampire magic gnome, on the other hand, only shows up if you have several Plasma Fruit in your garden. The exact required number changes all the time, so if you really want to see this gnome, make sure you have plenty of Plasma Fruits on your lot.

The Vampire gnome is an adorable little fellow—and if you happen have to a teddy bear on your lot, it loves to sneak up on the bear. The gnome may even turn the teddy bear in a vampire gnome!

Brownie Bites

One last thing about Bridgeport before moving on...this is a city meant to explore. It's designed as a playground. You do not enter it with a checklist of objectives or a set course of things to do. Instead, Late Night concentrates on ushering you into an open world full of choices, danger, humor, and endless narratives. To get the most out of Late Night, you need to relax. You are not under the gun here. Yes, you can miss deadlines for gigs or the start of a shift—but that's about it for underlined goals. So, just have fun digging around the bar scene, meeting friends and celebrities, and developing the new skills. Oh, and becoming a vampire. You know you want to try it at least once.

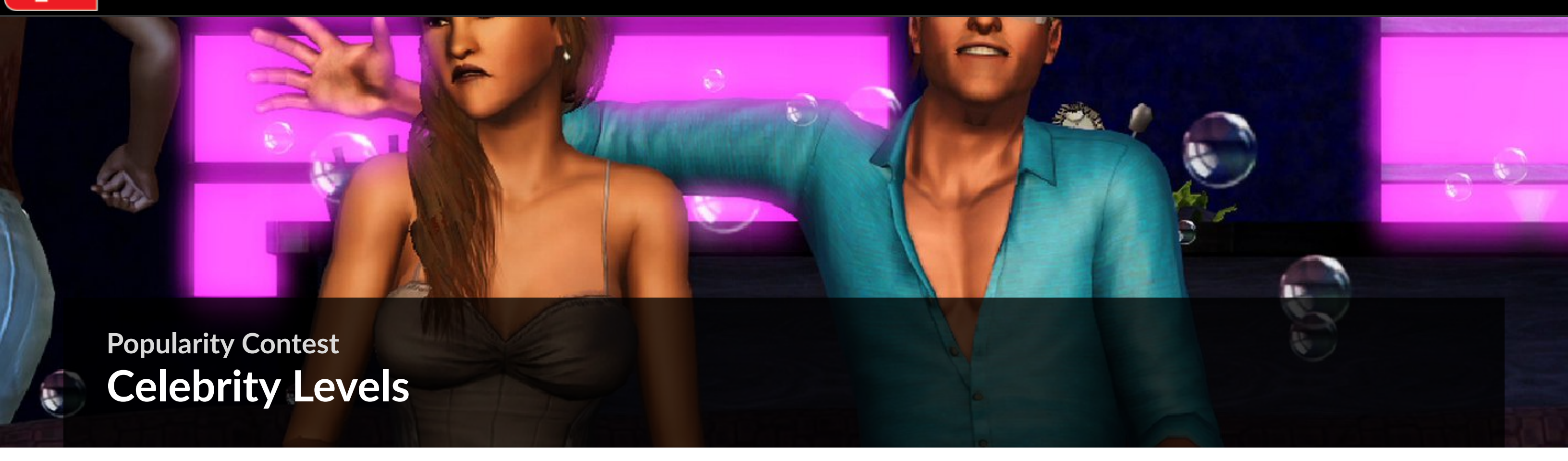
Popularity Contest

The Celebrity Game

You want to be a part of this all-night party. But when you first move into Bridgeport, your Sim is a nobody. A plebe. A face in the crowd. That simply will not do. You were meant for stardom, for being seen and admired. Your name was destined to splash across the silver screen, or your band's music to be heard on every radio station. When you enter a room, you don't look at people—people look at you. You are the stuff of celebrity.

But how do you get from nobody to being the name everybody wants to drop?

Navigating the celebrity scene in Bridgeport can be daunting, especially when you've just unpacked your boxes and taken ownership of a lot. But there are multiple avenues to stardom, to reaching the top levels of celebrity. So don't get discouraged. Get smart and use this know-how to make sure that one day, no barrier rope in Bridgeport ever causes you to break your stride.

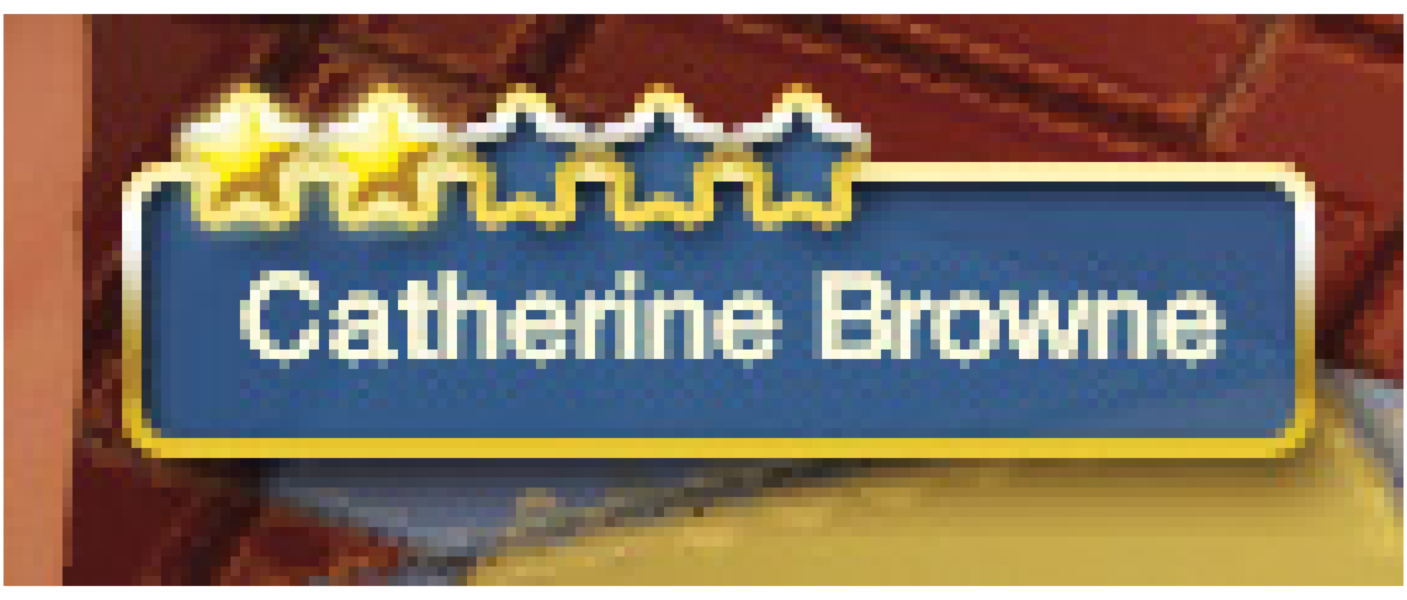


Popularity Contest

Celebrity Levels

As discussed, when you first arrive in Bridgeport, you are not remotely famous. The mailman barely even knows your name. You need to figure out how to climb the ladder of fame step by step and raise your Celebrity Level.

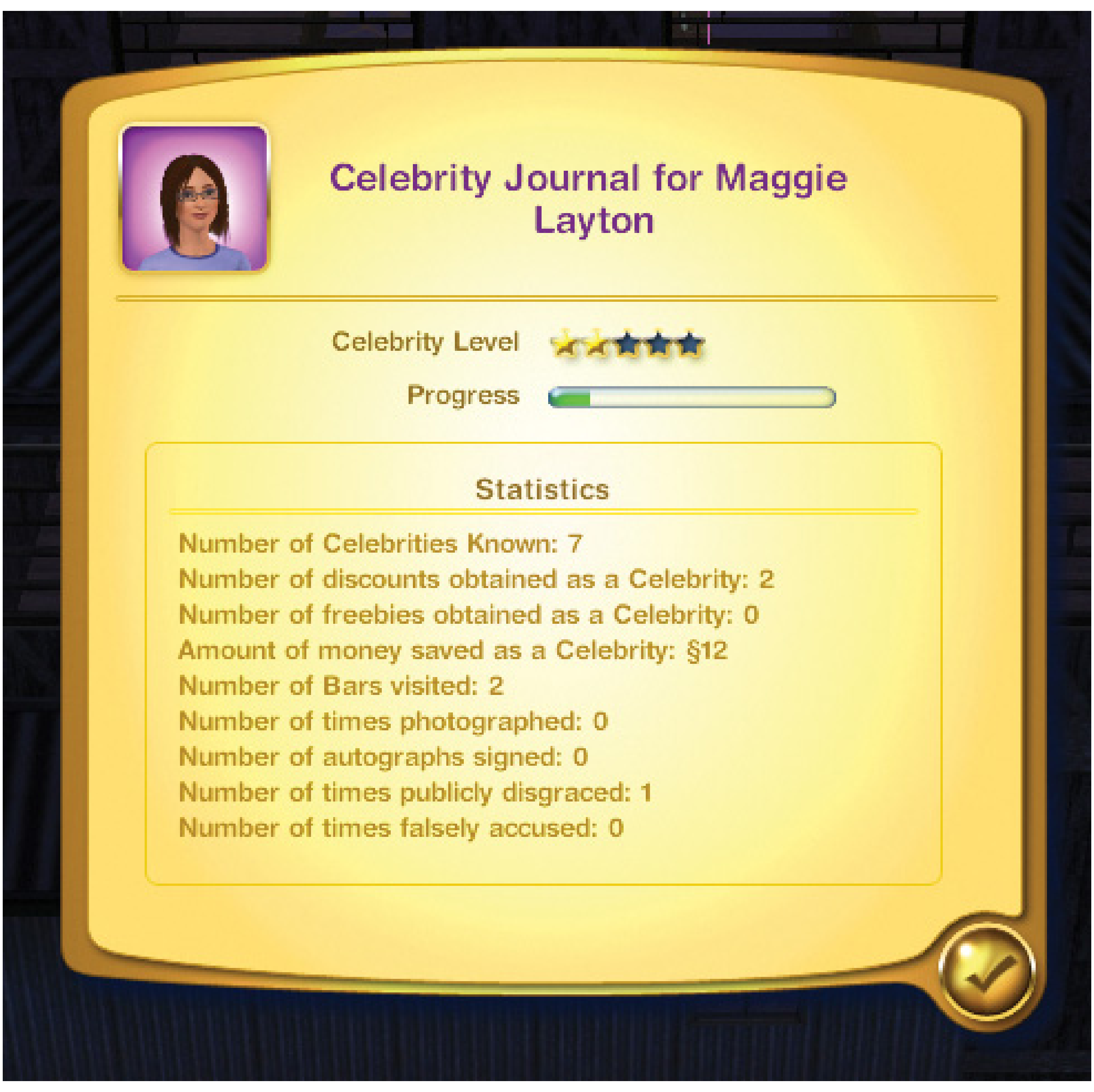
Your Celebrity Level reveals how popular you are in Bridgeport. There are five levels of celebrity. When you begin, you are at zero.



However, as soon as you achieve your first level of celebrity—and we'll show you how to do this in a moment—you receive a few special markers.

One, when you mouse over your Sim, its name appears in a gilded lettering and you see five stars.

The first star is filled in, while the others are simply silhouettes. As you raise your Celebrity Level, those stars are filled in with gleaming gold.



Celebrity Journal for Maggie Layton

Celebrity Level

Progress

Statistics

Number of Celebrities Known: 7

Number of discounts obtained as a Celebrity: 2

Number of freebies obtained as a Celebrity: 0

Amount of money saved as a Celebrity: §12

Number of Bars visited: 2

Number of times photographed: 0

Number of autographs signed: 0

Number of times publicly disgraced: 1

Number of times falsely accused: 0

The Status panel is also updated. When you look at the basic Simology tab (the first tab on the toolbar), you now see a star icon.

This is the Celebrity Level Tracker. Click it to pause the action and bring up a window that gives you additional details about your celebrity status in Bridgeport.

Not only do you see your level, but also how many Celebrity Points you have accumulated and a set of facts about your fame, including:

- Number of celebrities you know
- Number of free objects received
- Number of discounts received
- Total Simoleons saved as a result of discounts/freebies
- Number of bar visits
- Number of times photographed
- Number of autographs signed
- Number of public disgraces
- Number of false accusations

There are a great many benefits to becoming a celebrity, such as being able to breeze into exclusive clubs, receiving discounts on goods and services, and even receiving free gifts. But celebrity is not without pitfalls.

Celebrity means scrutiny, and sometimes the public eye is tough to deal with. Celebs have to weather scandal, deal with false accusations, and more.

But overcoming adversity is worth the effort, because the highlights of being rich and famous in Bridgeport far outweigh being just an average Sim on the street.

Brownies Bites

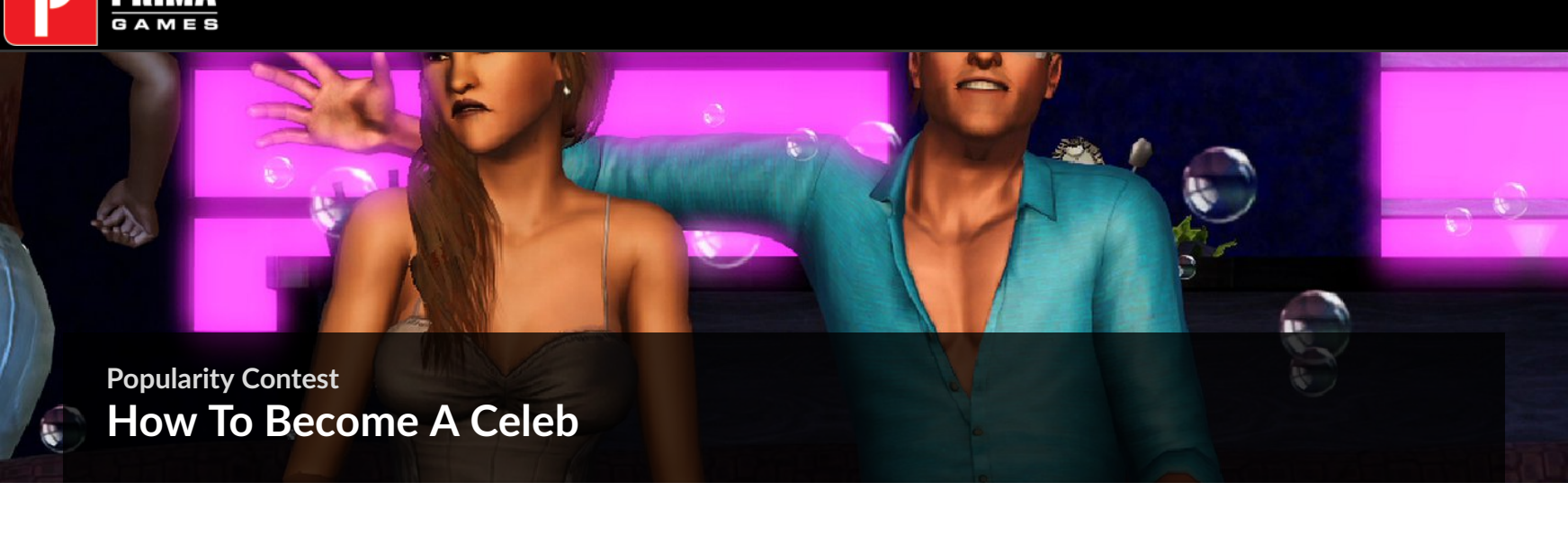
You do not have to enter the celebrity rat race of Bridgeport if you don't want to. You can opt for a much simpler life, go to work, develop skills, and forge lasting relationships.

That's your prerogative. (It's the way that I wanna live...sorry.) But it means you are likely to never see the inside of several of the swank bars and clubs in Bridgeport. So, you're effectively sealing off part of this expansion.

Celebrity Points

Because fame is intangible, Late Night gives you an actual measuring stick for determining your current celebrity status: Celebrity Points.

You earn these points by ingratiating yourself with the existing celebrity community, by completing special celebrity opportunities that increase fame, and by success in social settings, such as the Film career or by performing in a popular band.



Popularity Contest

How To Become A Celeb

Ready to impress? It's not easy out there for a Sim trying to get known in this city, but that doesn't mean it's impossible. It does, though, mean that you have to put yourself out there. Very, very few Sims can become famous by not even leaving the house.

Order a round of drinks for the bar to pick up a few Celebrity Points.

Tip

The Star Quality trait makes it much easier to become a celebrity in Bridgeport.

Celebrity Socials

Okay, you spotted your first celebrity in a club or bar...now what? Now you muster the courage to go over and introduce yourself. Let's presume you are doing this from a zero-star vantage point.

The first thing to do is look for a free moment in the celeb's routine for you to walk up and use the Impress social. The Impress socials are the main point of entry into a relationship with a soon-to-be fellow celeb.

Will you pass through the first checkpoint to fame? It depends on the celeb status of the target celeb. If that Sim is a two- or three-star celeb, there is a very good chance the Impress social will fail and you'll suffer embarrassment. Not good.

So, instead make sure you are within the range of the target celebrity.

As a zero, you should stick to a one-star celebrity. (If you are a two-star, for example, go for a three-star or perhaps take a chance on a four-star.) If the celebrity is not in the mood or the social fails, they brush you off. It is so humiliating.

However, there is a chance the celebrity will not totally blow your Sim off. If that happens, then you need to start talking to the celeb Sim and make them want to know a little more about you, or at least not be totally annoyed by your presence.

There are several variations on the Impress social you may use, such as boasting of a skill or talking about a career that the target celeb might be into. (The Film career seems like a reliable starting point for this.)

Getting shut down by a celeb decreases your relationship rating.

Now, if the Impress social fails, you can try again. You can actually try a few times. But after a number of failures, you are told to stop trying for a little while. The celebrity is irritated by you and is not going to even humor your next attempt to impress.

Once you successfully impress a celebrity, you can then start treating them like any other Sim and build the relationship.

Building relationships with celebrities is another way to earn Celebrity Points. Every time you raise the relationship level, you earn Celebrity Points.

Caution

You only earn Celebrity Points the first time you cross a relationship level boundary with a celebrity. You cannot befriend a celebrity, irritate them, and then befriend them again to keep banking Celebrity Points.

One thing to note about celebrity interactions after that initial meeting: Just because you met a celebrity and have them on your social radar, you cannot select them with the Cell Phone.

If you pick up the phone to chat or organize a party, the celebrity will not appear in the list of available Sims. Only the normal Sims you know appear. You must pass the impress test before the celebrity will appear in the phone window.

Try to Impress

This is your entry social with a celebrity Sim. It is only available on celebrities that you have just met and not previously impressed. This social has several variations.

You must pick one of the variations and hope that it lines up with the celebrity's interests, if it does, the celeb will speak to you and this inches you toward impressing the target celeb and beginning an actual relationship.

Name Drop

The Name Drop variation requires that you already know another celebrity. When you use this, you insert the name of a previously impressed celebrity into the social. If the social is a success, the celeb Sim reacts positively that you share an acquaintance.

If that celeb thinks you're cool, then you must be cool enough for them, too. If the social fails, though, the celeb dismisses you as a sad name-dropper. Better think of another way to impress the target.

Talk about Skill/Career

Some celebrities can be snared by talking about certain careers or skills. The catch, though, is that you need to actually know something about whatever skill or career you mention.

If you opt to discuss a skill—say, Mixology—your chance of succeeding depends on your development of that skill. If you are only level 2, a one-star celeb might be impressed.

A four-star will not. If the celeb target shares the same skill, though, there is a much greater chance of success.

Traits can affect the success of a skill-based Impress social. If your Sim is an Angler and enthuses about Fishing to a celeb who also likes to drop a hook in the water, there's another boost to your chance of succeeding.

Caution

Certain traits also knock out skill-related Impress socials. Can't Stand Art Sims will not try to impress with talk of Painting. Hates the Outdoors cancels out Gardening and Fishing. Loner or Shy removes Charisma.

Note

Hidden skills like Arcade Machine are not topics for impressing.

If you go the career route, you can then bring up your current job (if you have one). The higher your level in that career, the higher your chance of impressing the celebrity.

And, as you might expect, if you share the same career with the target celebrity, that too increases the chance of success.

If the target celebrity possesses traits related to discussed careers, that also boosts the chance of success. A Natural Cook Sim has a better chance of smooth-talking a celeb in the Culinary career than one who is not.

The Easily Impressed and Ambitious traits also boost your chance of succeeding with a career-based Impress social, no matter the career you choose to speak about with the target celebrity.

Talk about Wealth

This avenue of impressing a celebrity is directly related to how many Simoleons you have in the bank. If you have only $500 to your name, this is simply not an option. But if you do have some cash in your name, you can attempt to use this as a way to impress.

The higher the celebrity level of the target, the higher your household budget must be for this social to succeed. And if the target celeb is a Snob, you need to be very wealthy to impress them.

Note

Remember, the required wealth or skill levels needed for all of these Impress socials to succeed increases with the Celebrity Level of the target.

Celebrity Opportunities

As you work your way up the celebrity ladder, you will receive special opportunities to increase awareness of, well, you. These celebrity opportunities are offered via your phone, so when it rings—answer it!

Opportunities include promotional appearances at venues, dancing at clubs, and supporting the local school. Here is the full list of celebrity system-related opportunities:

If you are excelling at a career or a skill, you may encounter several related opportunities that pay out in Celebrity Points.

These opportunities are not always easy—in fact, some of them are multi-part opportunities that will take some time to complete. But the longer the opportunities, the more Celebrity Points you receive for completing the task.

Celebrity Opportunities

Opportunity	Description	Location	Requirement	Reward
Tear Up The Dance Floor	Your Sim's agent thinks it would be good to get some exposure at a local dance club. Head down there and dance for at least 2 hours.	Dance Club	Dance at the dance club for 2 hours.	Cash, Celebrity Points
Drink Promotion	Your Sim's agent got a call from a local bar asking if your Sim would come down and try a new drink. It's on the house, and they'd be willing to pay.	Bar	Order special drink from target bar.	Cash, Celebrity Points
Networking Is Key	Your Sim's agent thinks your Sim could really benefit by befriending a local celebrity. Meet up with them and build a relationship.	Anywhere in town	Become friends with target.	Celebrity Points
Best Food In Town	Sim's agent got a call from local restaurant, asking if your Sim would endorse them. Your Sim should probably go try the food first.	Bistro	Eat meal at bistro, then recommend it.	Cash, Celebrity Points
Celebrity Body	Agent thinks your Sim could use some time at the gym to stay beautiful. Work out for X hours.	Gym or home	Work out for X hours.	Celebrity Points
Business Model	The local corporate office would really like your Sim to record a radio commercial for their new product. Go to the business building and record the commercial.	Business Center	Record commercial at business center.	Cash, Celebrity Points
Make-A-Wish	The kids at the hospital would really love it if your Sim could go down and cheer them up. Your Sim won't make any money, but it will make them more famous.	Hospital	Candy-stripe at the hospital.	Celebrity Points
Save Latin	Your Sim's charity has given a large sum of money to the local school to save the Latin program. They'd love it if your Sim could present the comically oversized check to the superintendent.	School	Present charity check to school.	Celebrity Points
Authorized Biography	A writer has recently completed a biography about your Sim and would really appreciate it if you could come to a book signing. He's willing to pay a hefty sum.	Bookstore	Sign books at the bookstore.	Cash, Celebrity Points
Surprise Cameo	A local filmmaker would love it if your Sim would do a surprise cameo for their latest movie.	Movie Set	Film scene at the movie set.	Cash, Celebrity Points

Celebrity Skill-career Opportunities

Opportunity	Description	Requirement	Reward
Rising Writer	A local celebrity has taken notice of your Sim's prolific writings and would like to commission a book. Bring a book to the celeb.	Deliver a book you wrote to the celebrity.	Cash Celebrity Points (enough for a level)
Popular Painter	A local famous art collector has heard about some of the paintings your Sim has made. They'd like to see a sample of your work.	Deliver a painting worth at least X Simoleons to the celebrity.	Cash Celebrity Points (enough for a level)
Memorable Meals	A local celeb has heard that your Sim's culinary delights are some of the best in town. Bring them a plate of your best stuff to impress them.	Deliver a meal of at least Great quality to the celebrity.	Cash Celebrity Points (enough for a level)
Fresh Fish	A local celebrity with a green thumb has heard that your Sim has some of the best fish for fertilizing. Bring some to them.	Deliver X fish of at least Great quality to the celebrity.	Cash Celebrity Points (enough for a level)
Great Greens	A local celebrity chef has heard that your Sim grows some of the best produce in town. Bring some to them.	Deliver X harvestables of at least Great quality to the celebrity.	Cash Celebrity Points (enough for a level)
Play Cameo	A local playwright wants you to do a cameo for a new play.	Do scene at the theater.	Cash Celebrity Points

Other Celebrity Gambits

There are celebrity-boosting opportunities related to many of the new features in Late Night. As mentioned previously, joining a band and performing successful gigs will result in Celebrity Points.

You can also bank Celebrity Points with the Mixology skill by putting on a great show at the bar, or try splurging a little at a club and buying a round of drinks for all nearby Sims.

After they finish guzzling the free beverages, they'll definitely be sure to pass around word of your generosity.

Celebs in Bridgeport

Because getting to know celebrities is a good entry point into the fame game, it's a good thing that there are many celebrities already living in Bridgeport. The existing celebrities are also spread across the five-star range.

There are many one- or two-star celebs running around, hanging out in lounges and enjoying their fame. The four- and five-star celebrities are much harder to find at first because, well, you aren't able to easily enter the hotspots where they hang out.

It's not difficult to identify a celebrity. Just mouse over them and look at their name plate. If the plate is gilded, that's a celeb and you better start figuring out if you have the ability to meet them.

It's embarrassing to get shut down by a celebrity, so if you are a nobody and you happen to bump into a three-star, you may wish to save yourself the humiliation and let this sighting go by without any fuss.

You may notice that celebs tend to only visit with other celebs. That's by design. Do not interrupt celebrity conversations. Just hold on and look for openings.

When you spot a free one-star celebrity, that's when you should make your move and start the socialization process that leads to a foothold in the fame circuit.

Tip

Want to quickly meet a five-star celebrity? Join the Film career, the boss of the studio—your boss—is a five-star celebrity.

Also, remember that inviting a celebrity to a party always increases the likelihood that the party will be a raging success.

The Map to the Stars Lifetime Reward is an enormous help. This reward reveals the location of all celebrities in Bridgeport. You can use it with Map View (like the Collection helper) to see the celebs by star rating, allowing you to better concentrate your efforts on celebrities within your fame range.

You will never run out of celebrities in Bridgeport, even if you play through several generations and elder celebrities pass on.

Late Night takes the flow of time into account and makes sure that there are always a set number of celebrities in the city so you can continue playing the fame game generation after generation.

However, if you turn off the Story Progression feature in Options, the you also shut off this auto-manager for the celeb scene in Bridgeport.

Caution

You are highly unlikely to see a celebrity in a dive bar. Go to a club if you want to locate your first celebrity.

When You See a Celebrity

Even if you opt to not go for personal celebrity in Bridgeport, there are still two ways to interact with the popular folks you see walking around town or in clubs.

Use these socials/interactions on celebrities—and if you do choose to become a celebrity, expect them to be used on you.

Ask for Autograph

When you encounter a celebrity, you may ask them for an autograph. Your Sim extends a pad of paper and a pen. Hopefully, the celebrity is gracious and accepts it. There is, though, a chance that they will refuse.

The higher the level of celebrity, the lower the chance that this will succeed. And if you happen to encounter a celebrity who is Mean and Evil, watch out for them to rip your pad in half right in front of your face.

Note

If you are a celebrity and another Sim asks for your autograph, just go with it. The more autographs you sign, the more often you get the positive Got Recognized moodlet.

Take Cell Phone Picture

This interaction is very similar to asking for an autograph. You approach a celebrity Sim and request a photo. If the target accepts, you get to snap that photo and walk away happy. Should the celebrity refuse, you just put your camera away and leave all dejected.

Caution

If the target celeb is Mean or Evil, there is a chance that requesting a photo will initiate a fight.

Tip

The more photos you let Sims take when you are a celebrity, the more often you get the positive Got Recognized moodlet.

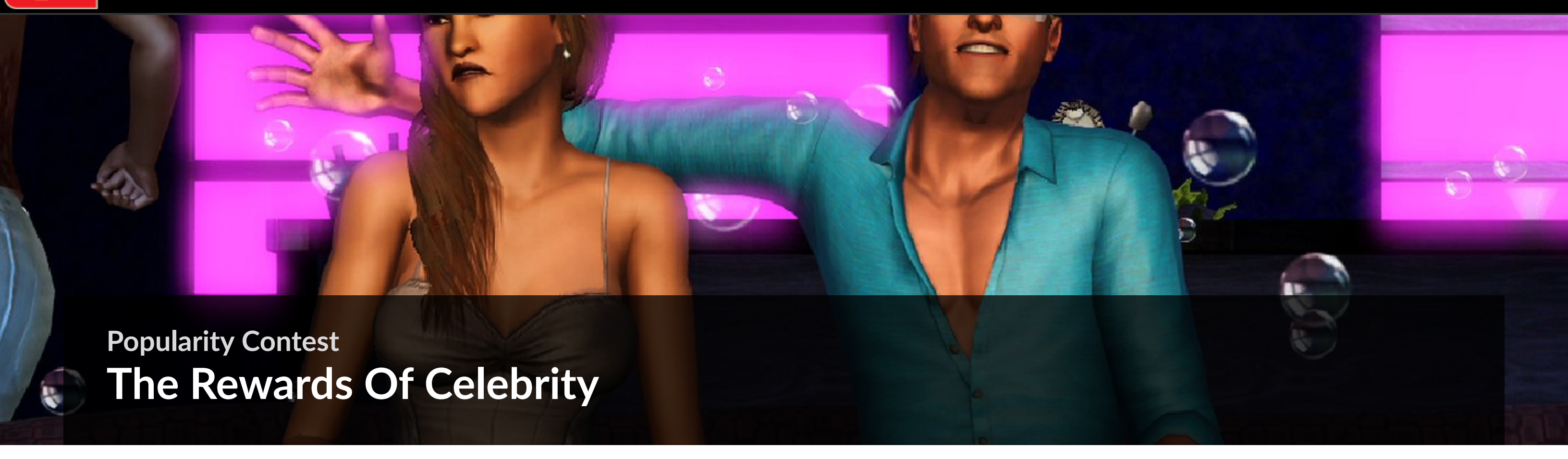
Be Star Struck

Star Struck is a very basic interaction on a celebrity that is harmless. It's also automatic—you do not actually initiate this reaction to spotting a celebrity. If you come in close contact to a celeb, there is a chance your Sim will get extremely excited.

The celebrity will not react to this display, but at least you get the Star Struck positive moodlet.

Tip

If you are a celebrity—especially a high-level celebrity—expect this to happen quite often while walking around Bridgeport or rambling through one of its clubs.



Popularity Contest

The Rewards Of Celebrity

One of the chief rewards of becoming a celebrity was discussed in the previous chapter: Being a celebrity makes it much easier to get into exclusive clubs. But there are other benefits that come to those willing to put their necks out for a taste of fame.

Discounts

Celebrities often do not pay full price for goods and services. Now, Build and Buy Modes are never affected by Celebrity Level, but shop inventories or classes around Bridgeport can be severely discounted when the venue is frequented by a celebrity.

The amount of the discount is not influenced by Celebrity Level, but the likelihood of receiving the discount does go up as you add more stars to your name.

Here are the types of goods and services you may receive a discount on if you are a celebrity:

Skill development classes

Sporting events

Movie tickets

Meals at eateries

Drinks at bars and clubs

Groceries

Books

Makeovers/tattoos (if you have Ambitions installed)

Tip

Receiving a discount sometimes results in the Got Recognized moodlet.

Freebies!

It may be an unfair fact of life, but celebrities get free stuff just for being famous. Companies and manufacturers shower celebs with freebies in hopes they will talk about their products or be seen with them—this is called a celebrity endorsement.

In Late Night, there is a chance that you too will get freebies as you rise in popularity.

Tip

Sims with the Star Quality trait have a greater chance of not only receiving free objects, but also more valuable objects.

Every day or two as a celebrity, you have a chance to get a freebie. The higher your Celebrity Level, the more likely to you are receive something either in the mail or just dropped right into your personal inventory. Don't worry, you receive a note saying you just got a free object.

Here's an entire list of the objects celebrities can receive, sorted by the Celebrity Level required to be able to get the freebie. There are special objects that only five-star celebrities can receive, such as an autographed guitar or a massive television.

These objects are unique and cannot be replaced if they are sold, broken, or destroyed in a fire.

Celebrity Freebies

Celebrity Level	Object	Replaceable?
3	Streamlined Stove	Yes
3	The Fresher Refridgerator	Yes
3	Sturdy Shelf	Yes
4	The Fresher Refridgerator	Yes
4	Sturdy Shelf	Yes
4	Tub Nouveau	Yes
4	The Porcelain Throne	Yes
4	Fountain	Yes
4	The Lexington Bed	Yes
4	Sleep-Slave Double Bed	Yes
4	XS 4258p Laptop from Landgraab Industries	Yes
4	The Maelstrom Hot Tub	No
4	WallVuu Standard TV	Yes
5	VFN Kompensator	Yes
5	Margaret Vaguester	Yes
5	Bwan Speedster YL	Yes
5	Foosball Table	Yes
5	Celebrity Magic Gnome	No
5	In-Wall Digital Fish Tank	No
5	SimLife Googles	Yes
5	Grotto Hot Tub	No
5	Schnadahupfl Virtuoso Grand Piano	Yes
5	Celeb-Only Grotto Hot Tub	No
5	Celeb-Only Sports Car	No
5	Autographed Guitar	No
5	Celeb-Only Bed	No
5	Celeb-Only Wall TV	No

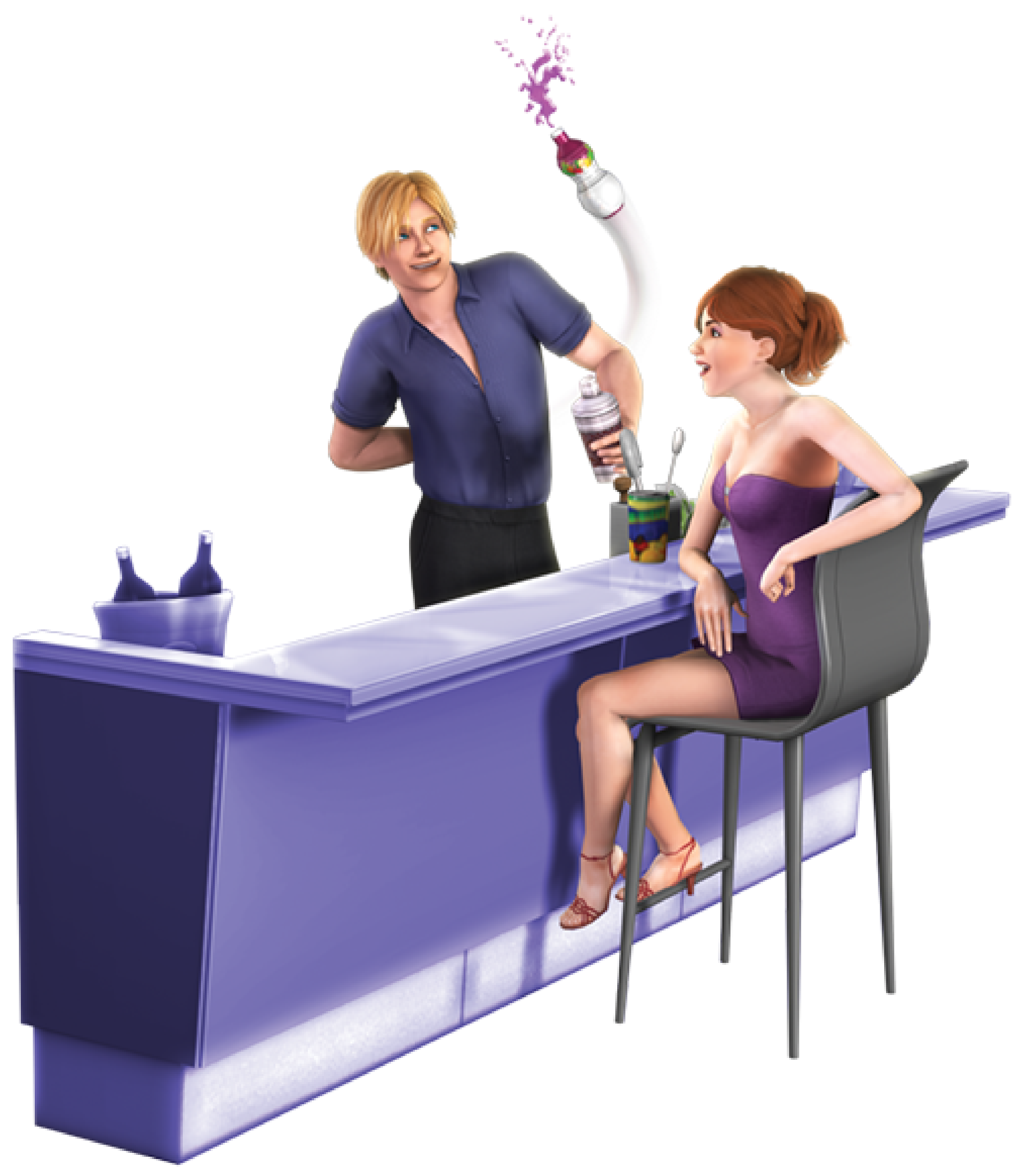
The Pitfalls of Popularity

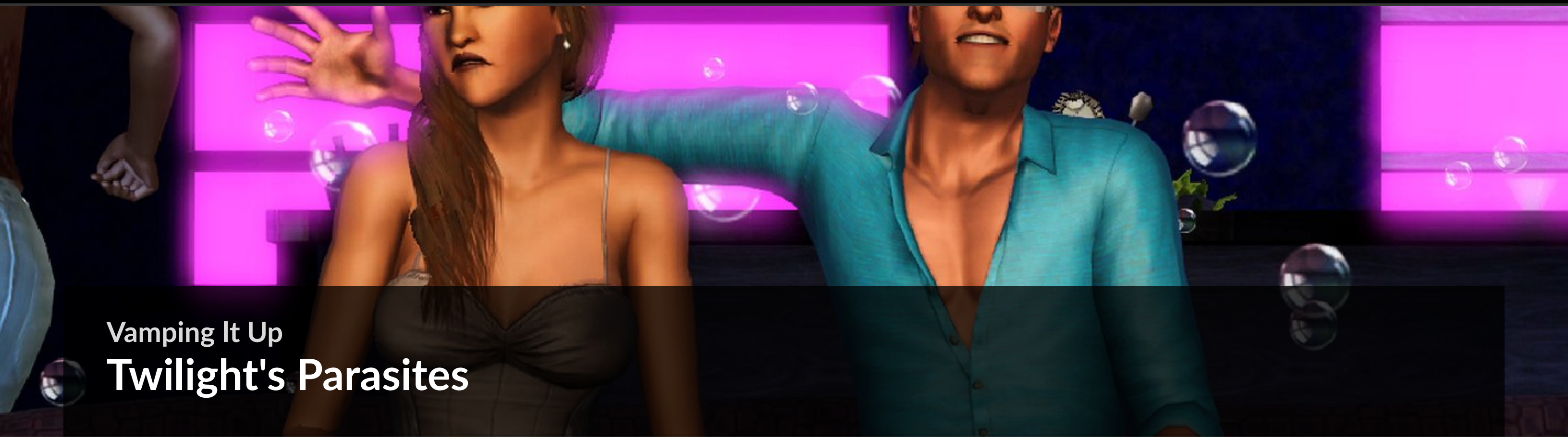
Celebrity can be a lot of fun, but there is a downside to being so popular: Everybody's always watching. Your celeb Sim can go through bouts of embarrassing misfortune as a celebrity, such as accidentally wetting themselves in public (seriously, watch your Bladder need).

This echoes through town and results in an extended Humiliated moodlet. Some misfortune cannot be avoided—it must just be weathered.

Fans are cool for the most part, but some of them are a little creepy. Sometimes, a fan may make a public false accusation against you that rattles your image around town.

This is just part of being famous—you have to deal with the kooks and crazies. But hey, at least you get free stuff and can slip into exclusive clubs, right?





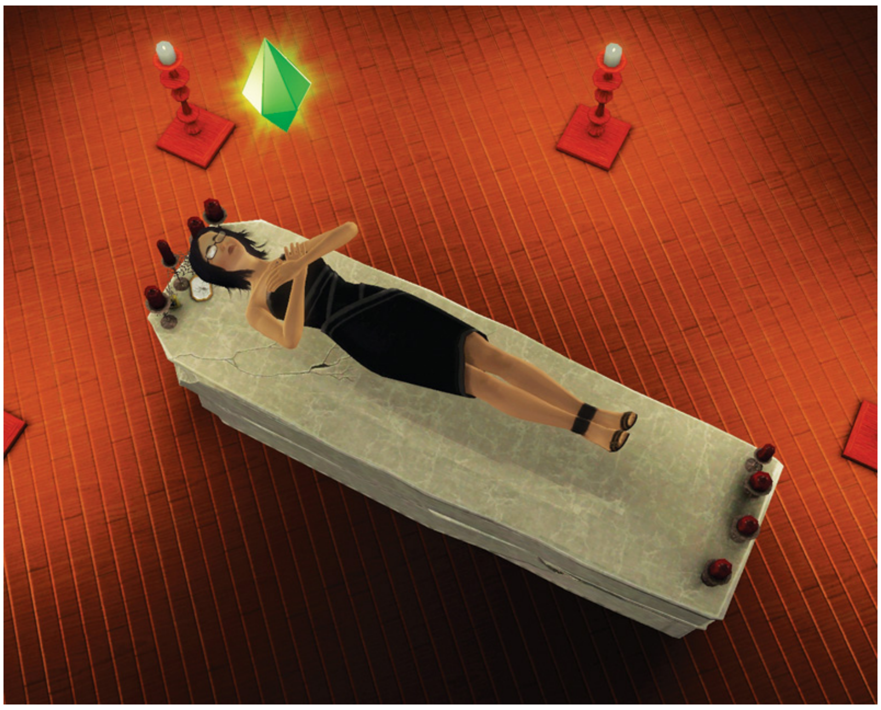
Vamping It Up

Twilight's Parasites

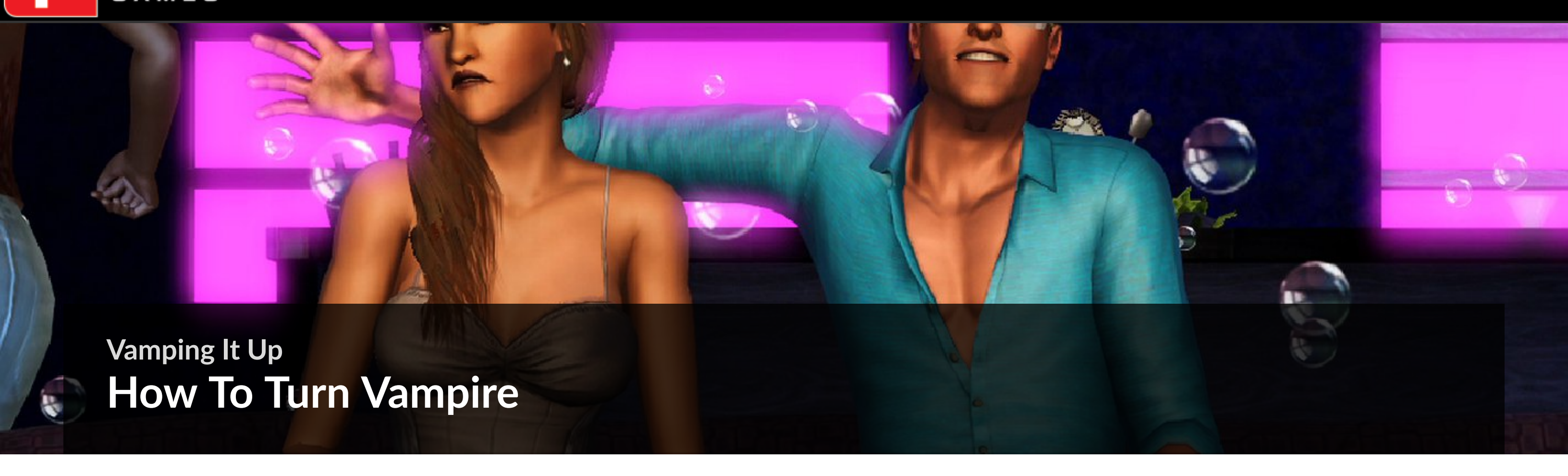
Dracula. Nightwalkers. Nosferatu. They go by many names, but one is universal: Vampires. And some of them have come to call Bridgeport home. Nesting in the nightlife of this glitzy metro, vampires tend to keep to themselves. Not that you cannot infiltrate this shadowy cabal—in fact, there are incredible benefits to fraternizing with the vampires. Vampires have special powers in the art of amour, for example—making them the hottest lovers in Bridgeport.

Vampirism, though, should not be taken lightly. It alters the trajectory of a Sim's life. The daytime is inhospitable. Hungers change. Certain moodlets are off-limits. Your sure-fire tricks for keeping a Sim content may not work on a vampire, but that can also be part of the excitement. You're trying something completely new, like the first time you had a playable ghost.

Use this chapter to understand the vampire way of life so you can decide whether or not it suits you. The special abilities are sure to tempt you. But temper that temptation with the new realities of vampirism. But because once you give in to the fangs, nothing is ever the same again......well, unless you seek the "cure."



Vampires sleep above the covers and do not dream.



Vamping It Up

How To Turn Vampire

Your Turn

So, you've decided to go vampire. Well, it's not one of those things you can just declare by dressing in mall goth clothes and sulking around the house all serious-faced. You have to physically find another vampire and request that he or she turn you. Vampires are actually quite rare. There are only a few of them in Bridgeport and they do not hang out in the open. You have to look for them in high-end clubs and bars, such as a swank lounge with an exclusive clientele.

Caution

You will never find a vampire in a dive bar unless, well, you turn into one and go there yourself.

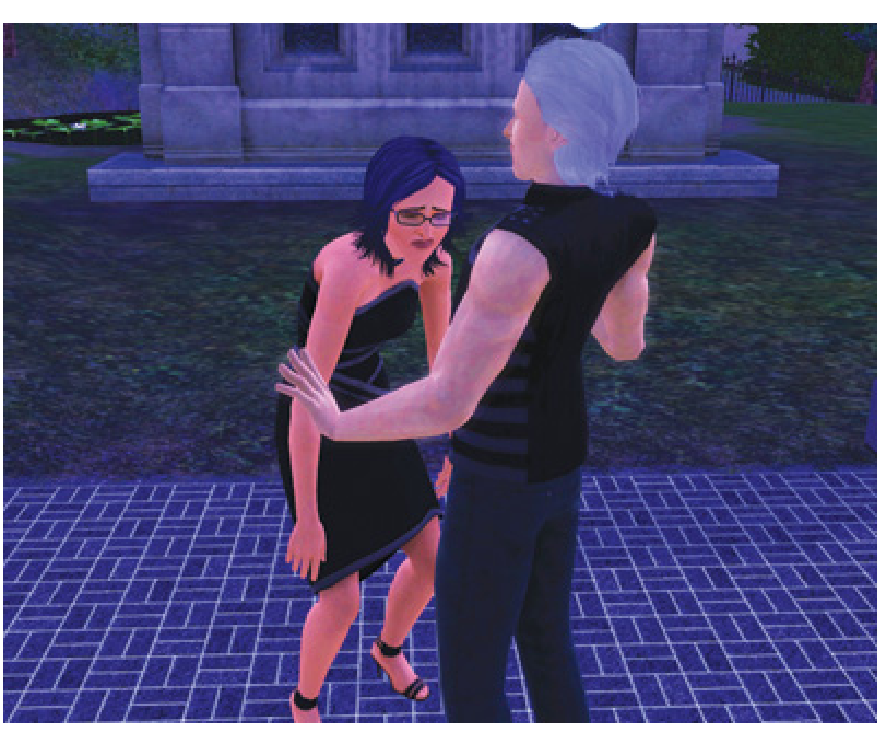
Note

To make doubly sure you've found a vampire, you can use the Relationship panel. If a Sim's portrait appears with a red outline around it, they are indeed a vampire.

Tip

If your Sim is near a vampire with whom they have a low relationship, they receive the Hunted Moodlet. Use this tip-off to start looking around for a vampire.

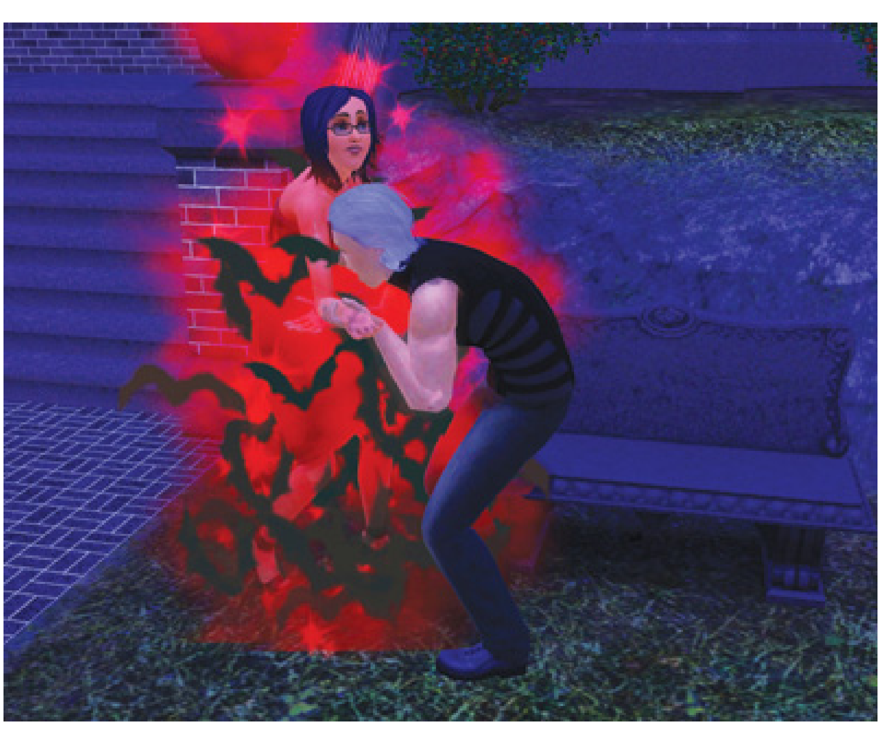
Once you have located a vampire, you cannot just walk up to them and use the Ask to Turn interaction. You need to actually establish some sort of relationship. Strike up a conversation. Keep it cordial. Don't use any risky socials that could alienate the vampire, such as choosing to gossip or insult. As soon as you have a rapport with the vampire, you can use Ask to Turn. The success rate is not 100 percent. If your relationship is not very high, the vampire will simply shake their heads and refuse.



Being rejected by a vampire is embarrassing and leaves your Sim upset.

If the vampire agrees to turn you, you must find a safe place to commit to the transformation. You cannot be turned in a populated place. The vampire will tell you that you must find a more remote location and suggest a spot. Then, you have to use Map View and select the Go Here With interaction to rush to the designated spot with the vampire.

As soon as you and the vampire have found a quiet spot, get ready. The vampire sinks their teeth into you. As then, as soon as it starts, the ceremony is over. The vampire disappears, leaving you alone. (The bite marks last several days and give you the neutral Unusual Blemish moodlet.)



When the Ask to Turn is successful, a vampire-esque flourish surrounds you.

So, now what? Now, you go home and suffer through the transformation process. What—you didn't expect this to be a cakewalk, did you? Your Sim experiences nausea and complains that it feels like their blood is boiling. You must also deal with the Unusual Blemish moodlet, which leaves your Sim feeling a little funky. If you didn't already have the Hates the Outdoors trait, your Sim behaves like they do, which means they are unhappy when having to leave the house—especially during the day.

Note

Sims that are being turned into vampires get a special treat in the mail: Plasma Fruit. Be grateful—you're gonna need those soon enough.

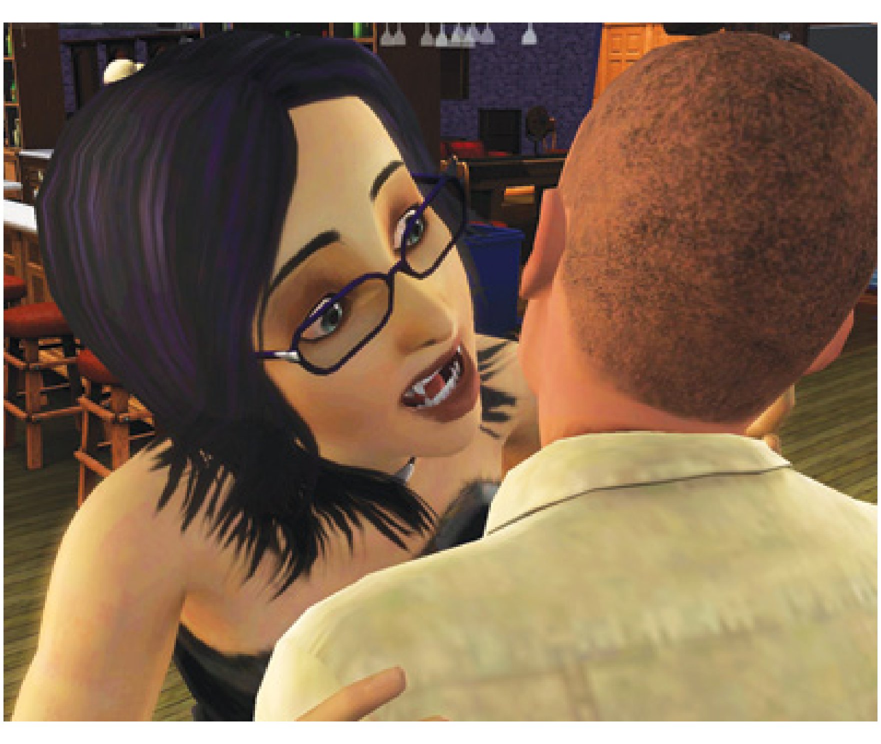
However, at the end of the second day following the bite, your Sim experiences the end of the transformation process. You are now officially a vampire. You now have the ability to turn other Sims into vampires. Vampirism has a host of benefits, but also a handful of potential negatives depending on behavior.

Caution

Only Young Adult, Adult, and Elder Sims can be turned into a vampire. Teens and Children cannot ask a vampire to turn them.

Turning Another Sim

When you are a vampire, you may turn other Sims. You can turn Sims that you actively control in your household as long as the Sims are on good terms. However, if you attempt to use the Offer to Turn interaction on a Sim you do not control, you must run a relationship check. You cannot bite just any stranger. You at least need a positive relationship.



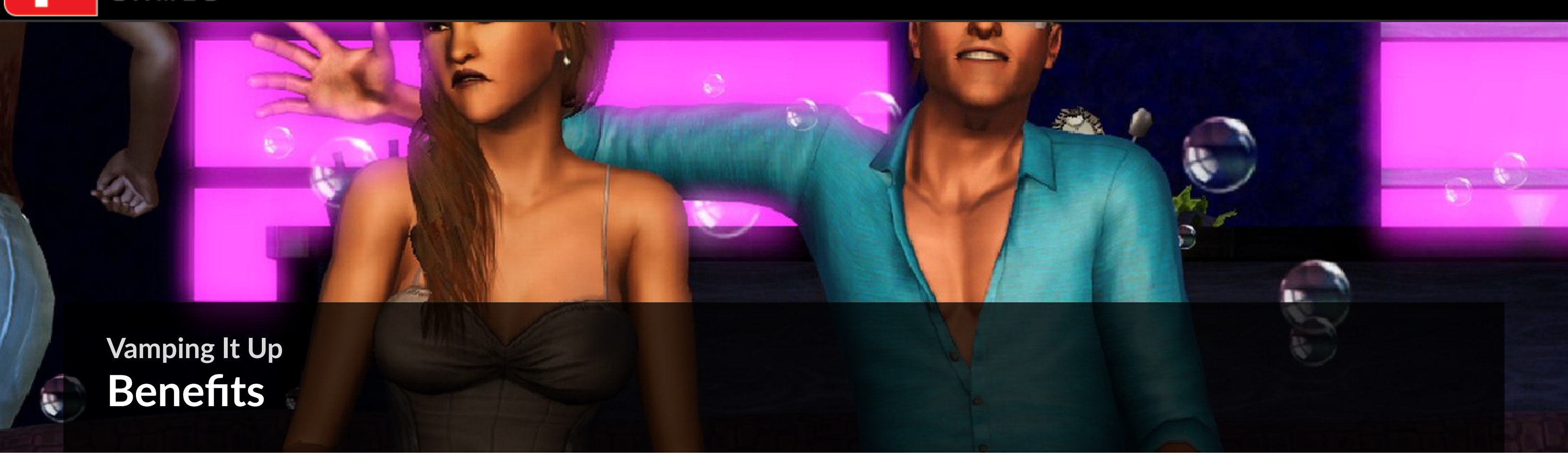
If the Offer to Turn is accepted by a Sim with a high enough relationship or you have glamoured them with Think About Me, you go for the jugular.

Note

If you turn a non-player-controlled Sim, then you will not see the two days of the transformation ordeal.

Caution

You cannot turn other occult Sims into vampires. Ghosts cannot be turned, nor can the mummies introduced in World Adventures or the SimBot introduced in Ambitions. However, if a vampire dies, they can be resurrected as a playable ghost.



Vamping It Up

Benefits

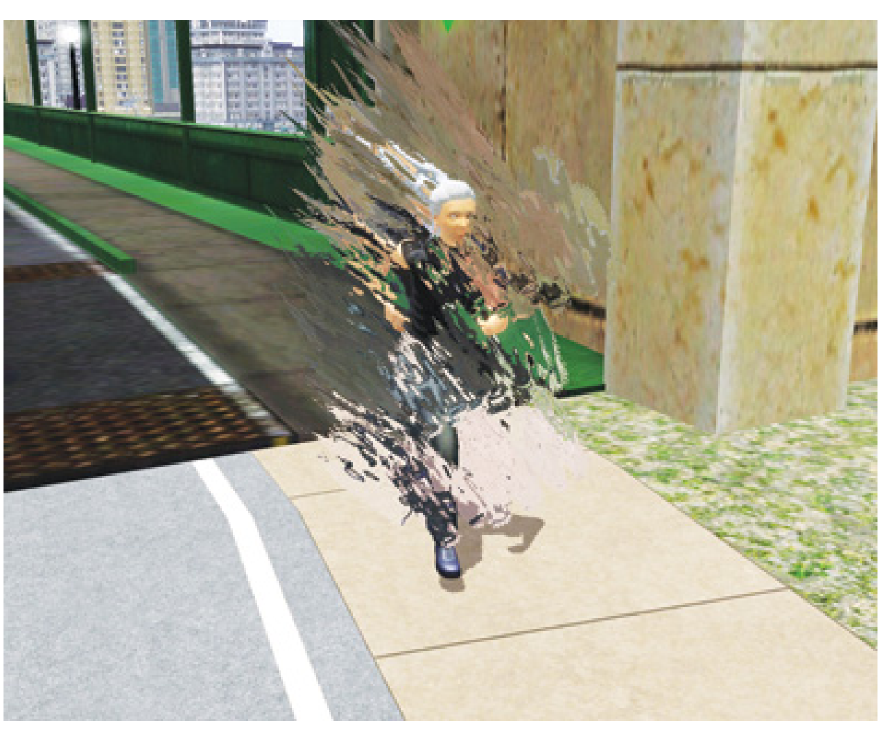
As you can imagine, there are some significant upsides to becoming a vampire beyond being ultra-cool to sensitive teenagers the world over.

Vampires have a set of special talents they can employ to make the most of the night, such as intelligence boosts that speed skill development or the ability to creep inside the mind of an unwitting Sim.

Tip

Vampires rarely lose physical fights. Even the highest rated martial artists from World Adventures will have a real scrap on their hands if they try to tangle with a vampire.

Even the seemingly unstoppable mummy crumbles before the might of a vampire.



Vampires run with speed greater than top athletes. They move so fast that the air around them vibrates.

Skill Development

One of the great benefits of being a vampire is that you develop skills almost twice as fast as a normal Sim during the night hours. During daylight, when vampires are typically avoiding the sunshine, their skill development rate is on par with other Sims.

Vampires are not better at developing any particular skill—the acceleration rate is the same for Writing as it is for Mixology.

Tip

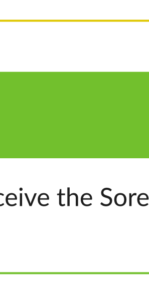
Vampire students in school also complete their homework twice as fast as their non-occult peers.

Brownie Bites

For this reason alone, I understand the desire to turn vampire. Yeah, all the other stuff—such as the ability to the read minds or influence the hearts of other Sims—is very cool.

But considering the amount of time required to develop the upper levels of a skill, becoming a vampire is just a major time saver.

If you're going for a Lifetime Wish that requires you master one or more skills, being a vampire will greatly help you achieve the goal.

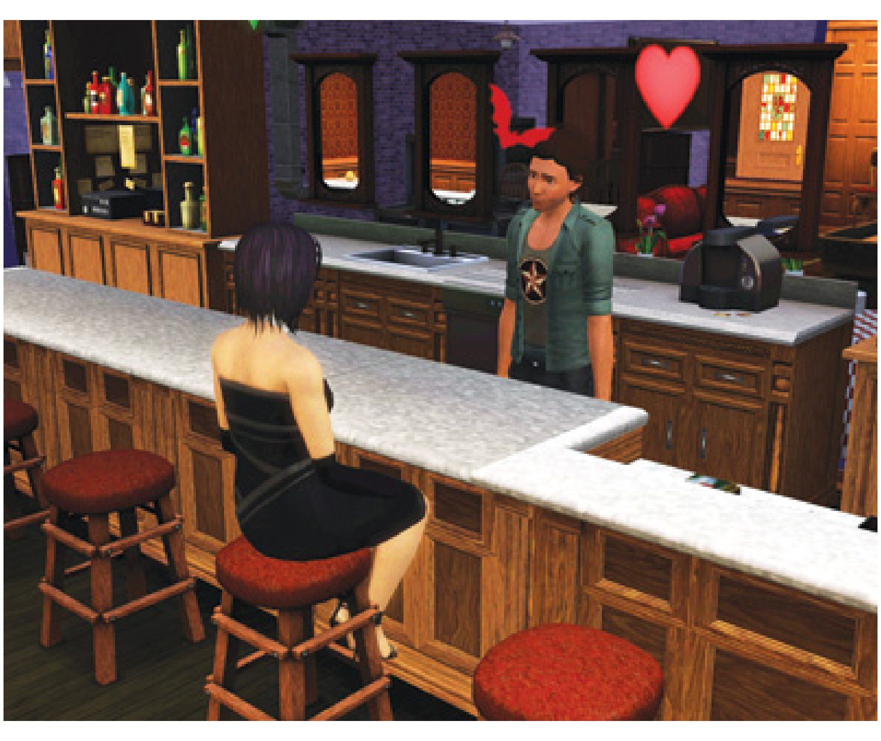


And though we'll talk about this in a moment, you can be cured of vampirism so you no longer must deal with the nuances of being a bloodsucker once you have completed your skill goal or Lifetime Wish.

Tip

Vampires never receive the Sore or Fatigued moodlets, meaning they can excel at developing the Athletic skill.

Dark Romance



Another fun benefit of being vampire is that you can affect the romantic thoughts of other Sims. It is extremely difficult for Sims to resist the natural charms of a nightwalker.

But vampires can place the seed of romantic interest in another Sim by using the vampire-exclusive Think About Me interaction on other Sims.

This forces the target Sim to start imaging the vampire, noted by thought bubbles containing the vamp's portrait over their head.

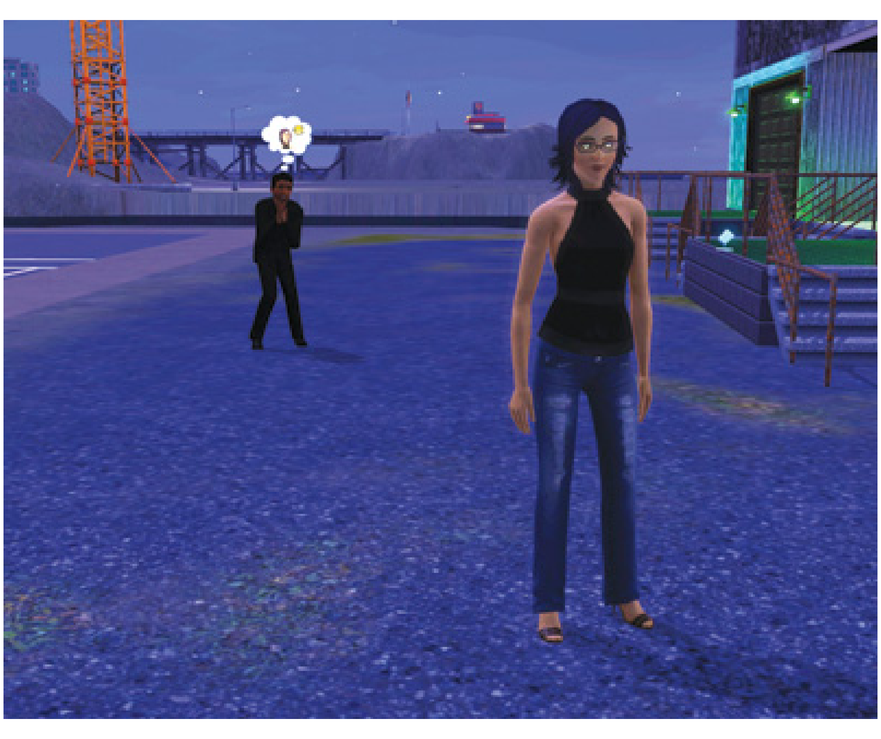
Hearts and bats swirl around them, too. During the course of this effect, the relationship between the vampire and the target improves, making it a perfect time to hopefully move a relationship to the next level.

This is also a good interaction to smooth the path to turning a non-player-controlled Sim into a vampire.

Tip

Romantic socials from a vampire are successful more than 90 percent of the time!

Mind Reading



Whereas normal Sims have to, you know, talk to each other in order to learn their likes, dislikes, and personality quirks, vampires have an unfair advantage.

Vamps can read minds. This interaction works on any target Sim. You do not enter into a conversation, so there's no need to worry about picking the right social to go with a mind reading.

All you need to do is select what kind of information you want to pluck from the target's brain—traits, favorites, astrological sign, relationships, and career.

Mind reading is not immediate; it takes a few moments. However, it never fails. So as soon as the interaction is complete, you have the desired details about the target Sim.

Now, just reading a mind does not improve a relationship. You must use socials to do that. But the intel gathered by a brain scan is useful for picking appropriate socials.

For example, if you determine that the target has no sense of humor, you know not to bother with jokes and silly faces.

Note

You cannot repeat this interaction over and over. There is a cool down period between Read Mind sessions, during which the interaction is not available. Keep checking back to see when you can use it again.

Ageless

Vampires age differently than normal Sims. They can certainly die—and we'll look at how in the Potential Problems section, but they age up much slower than other Sims.

The Young Adult and Adult sections of the life span stretch out longer. However, the Elder segment of life lasts the same.

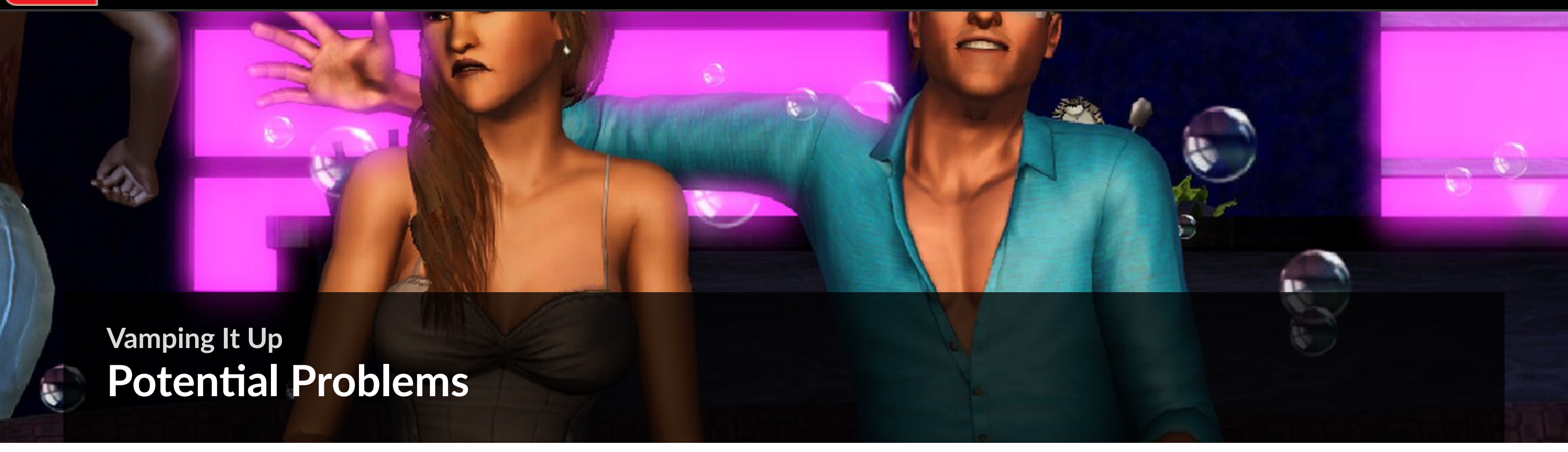
Note

Remember that you can tweak the age cycles of a Sim in the Options menu, allowing you to adjust the length of age sequences.

Moody

At night, vampires get the Vampiric Vigor moodlet, which indicates their heightened abilities. In addition to not feeling Sore or Fatigued, vampires also never experience the Afraid of the Dark or It's Dark moodlets.

Read Mind and Think About Me are also only available at night when the Vampiric Vigor moodlet is active.



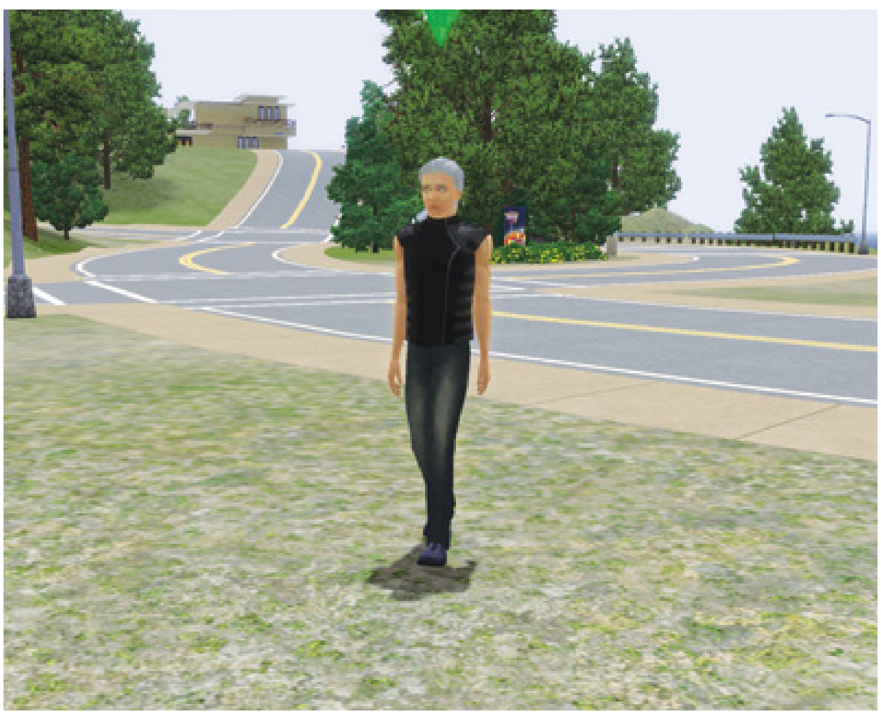
Potential Problems

It may sound like vampires have it easy, thanks to their increased intelligence and strength after the sun slips below the horizon. But even nightwalkers sometimes get the blues. Before seeking out the turning process, make sure you know exactly what you are giving up and what hazards vampires must be mindful of lest they falter.

Caution

Vampires lose all interest in food other than plasma. The moodlets you would normally get from eating great dishes like Angel Food Cake completely evaporate.

Daylight

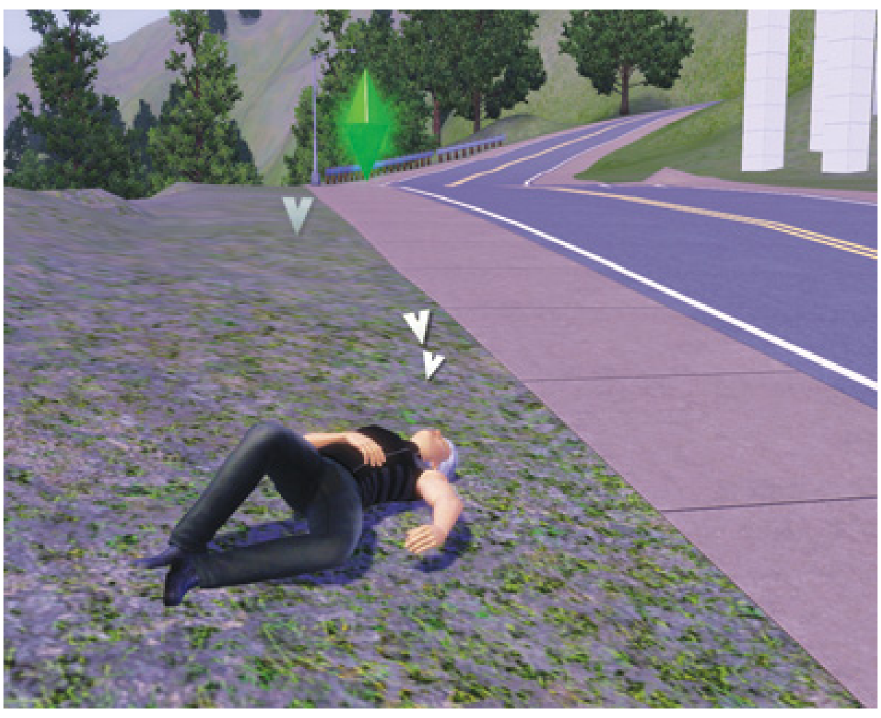


Vampires are obviously at their best during the night, but they can be active during the waking hours, too. However, walking around outside is not exactly good for the vampire.

If the vampire remains outside during the day time for more than a few moments, they receive the Heating Up moodlet. If you do not get back inside soon, that moodlet turns into Too Much Sun, which is a big mood killer.

Caution

During the day, vampires develop skill at normal speed. Neither do they enjoy the extra success rate for romantic socials.



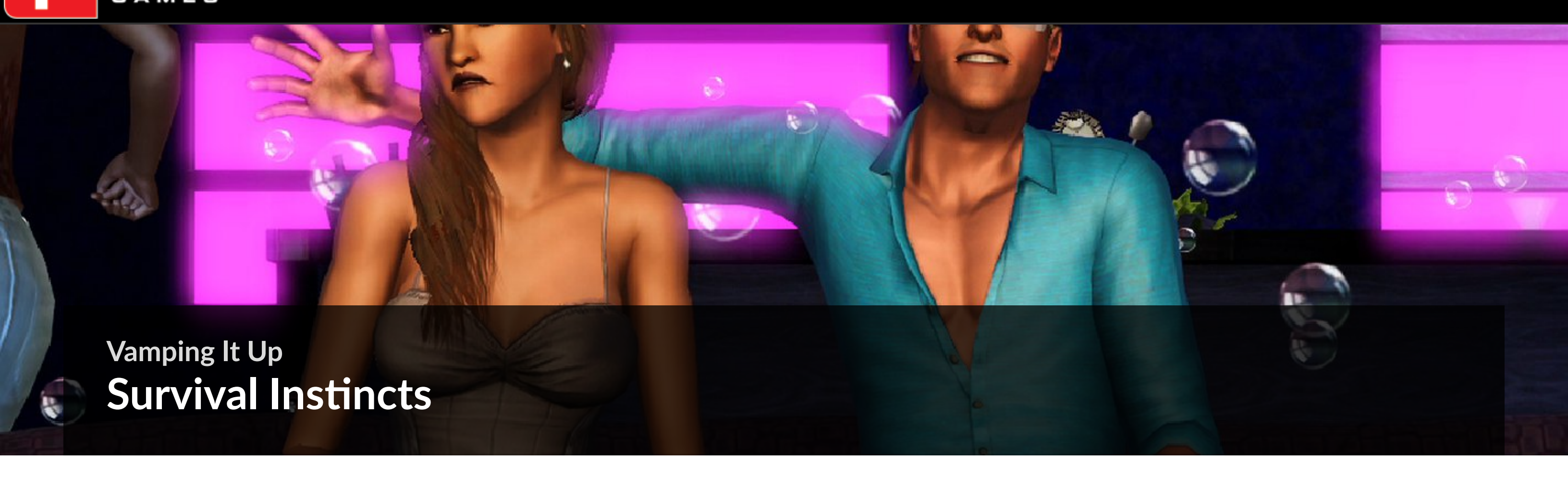
If a vampire spends too much time out during the day (when they really should be catching some beauty rest), they eventually lose more than skill developing speed. When close to exhaustion, vampires cannot Read Minds or use the Hunt ability to seek out the most delicious Sims to feed upon. If they are out too long, they eventually pass out.

Garlic

There are a few things in this world that vampires do not like. Wooden stakes are a biggie, but fortunately those are nowhere to be found in Bridgeport. However, the old standby garlic is present and problematic for vampires. If a vampire eats garlic, they pass out and remain out cold for several hours.

But what about other Sims? Because eating foods with garlic gives Sims the Garlic Breath moodlet, vampires must be mindful of who they speak to or whom they feed upon.

If a vampire drinks from a Sim with garlic breath, they also pass out. Passing out can also occur if a vamp kisses a Sim with garlic breath, but there's a good chance they will only become Nauseous.



Vamping It Up

Survival Instincts

We all know what vampires need to survive—blood. Making sure you have a steady supply of the red stuff to sate a vampire's thirst is critical to enjoying all of the benefits of becoming a child of the night.

We already covered how to turn another Sim into a vampire, but that ceremony does not fulfill the need for blood. These techniques, on the other hand, satisfy the blood lust.

The Need To Feed

When a Sim is turned into a vampire, they lose the Hunger need. It is replaced, though, by Thirst. Thirst and Hunger are the exact same, although Thirst cannot be sated by eating regular food or harvestables.

Thirst can only be fulfilled by drinking blood. There are several ways to satisfy the thirst for blood. The easiest is to consume either a new Plasma Fruit (check the sidebar for details) or guzzle a Plasma Juice.

Plasma Juice can be bought at the store and stored in the fridge, just like regular ingredients or leftovers.

Caution

If a Vegetarian vampire does Drink from a Sim, they are nailed with the Nauseous moodlet. They really should stick to Plasma Fruit.

Plasma Fruit acts like a Quick Snack/Meal. Only Vegetarian vampires get the Sated moodlet from Plasma Fruit. For all other, Plasma Fruit only takes care of Thirst.

However, vampires derive the greatest degree of satisfaction from dipping their fangs into a fresh vein. The Drink interaction on a target Sim initiates the bloody snack attack. Now, you cannot just grab hold of strangers and start slurping.

You must have a good relationship with a target, regardless of whether or not they are controlled by you or are autonomous. If you attempt the interaction on a Sim that is not keen on your vampire, they will resist and reject the advance.

If the target has a good relationship with your vampire or is romantically interested in your vampire (and here's where interactions like Think About Me help), they will allow themselves to be fed upon. If the Sims are friends, they offer their wrist.

If romance is involved, the vampire moves down to the neck for the main course. Either way, this action not only feeds the vampire (and imbues the Sated moodlet), but gives a slight relationship boost to both parties.

Note

Targets of the Drink interaction often have the Weakened moodlet for a few hours following the blood feast. Sims who have been drunk from get the Weakened moodlet, preventing them from being drunk from repeatedly within a short time frame.

Caution

You cannot Drink from a ghost, mummy, SimBot, vampire, or pregnant Sim.

Note

Child and Teen vampires can consume both Plasma Juice and Plasma Fruit. Both of these fulfill the Hunger need before it becomes the Thirst need.

Plasma Fruit

Plasma Fruit is an all-new harvestable introduced in Late Night. It may be purchased at the supermarket or found growing naturally in neighborhoods with vampires.

Vampires can use this special fruit to satisfy Thirst, but if a regular Sim tries it, they get sick. Plasma Fruit is good to have for younger vampires—children and teens born into vampirism—because it satiates their needs.

Younger vamps cannot feed like adults. Plus, younger vampires can also eat normal food and enjoy the associated moodlets, like Great Meal.

Plasma Fruit may be grown like any other harvestable. If your Sim has the Gardening skill, the quality of raised Plasma Fruit improves over time, just like any other cultivated harvestable.

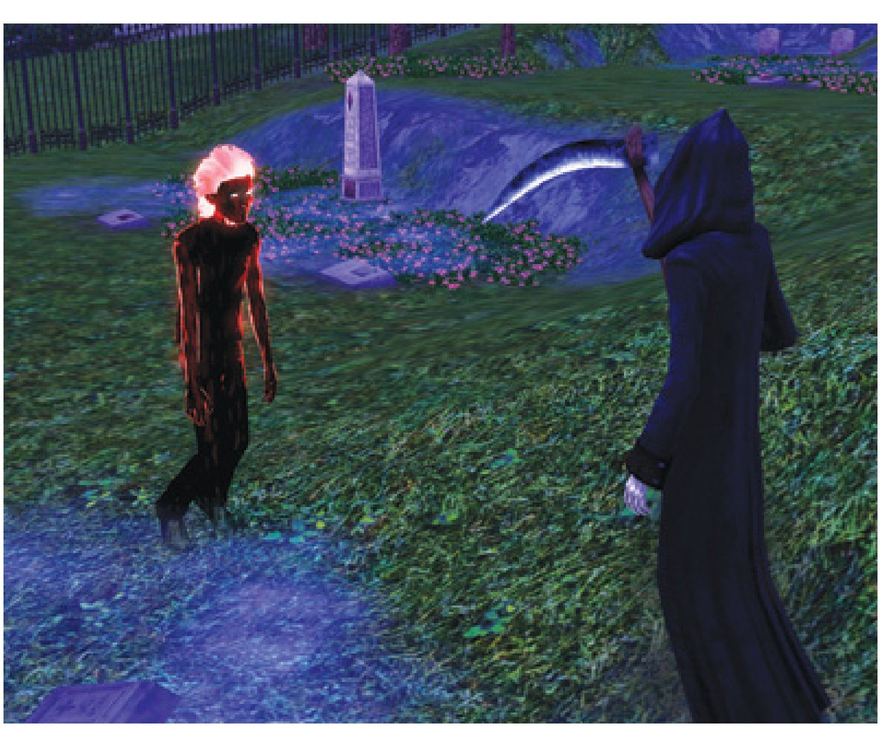
If quality Plasma Fruit is grown, Vegetarian vampires that eat them get the positive Sated moodlet.

If you have installed World Adventures, Plasma Fruit can be used to create vampire-specific nectar. Like the fruits, normal Sims are sickened by this beverage. But vampires not only get their Thirst taken care of by it, they also earn the Best Nectar moodlet.

If a vampire fails to feed enough, they can perish.

So, when the Madly Thirsty moodlet appears, stop everything and do whatever you must to get this vampire some hemoglobin, stat. Should the timer below the moodlet zero out, the Grim Reaper appears to take what's rightfully his.

The vampire disintegrates into a pile of ashes...but even the undead can come back as ghosts. Playable vampire ghosts are really cool, because they have the benefits of vampirism and of ghosts.

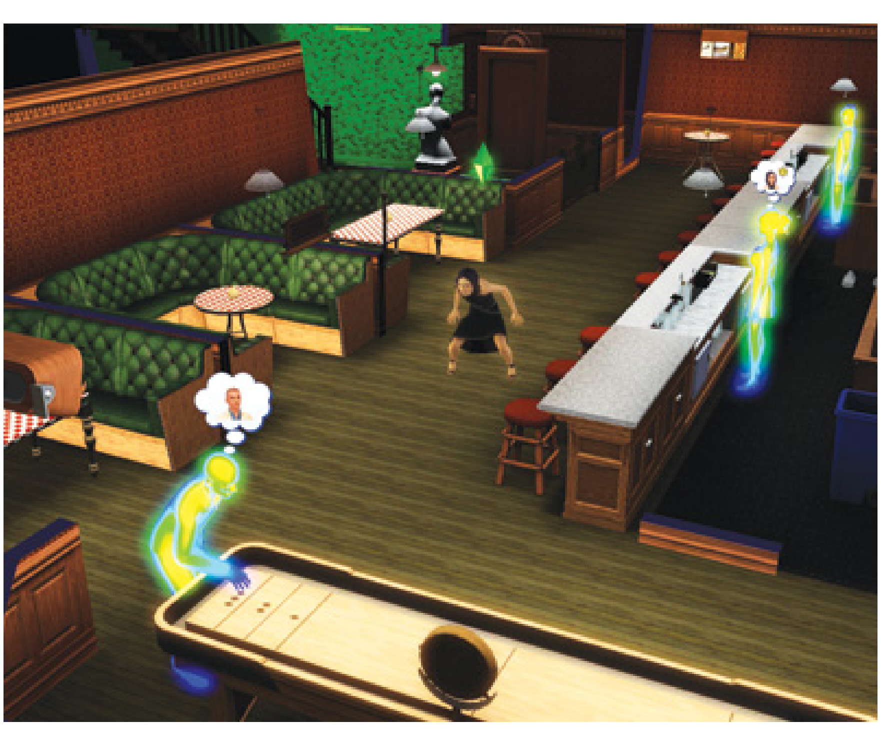


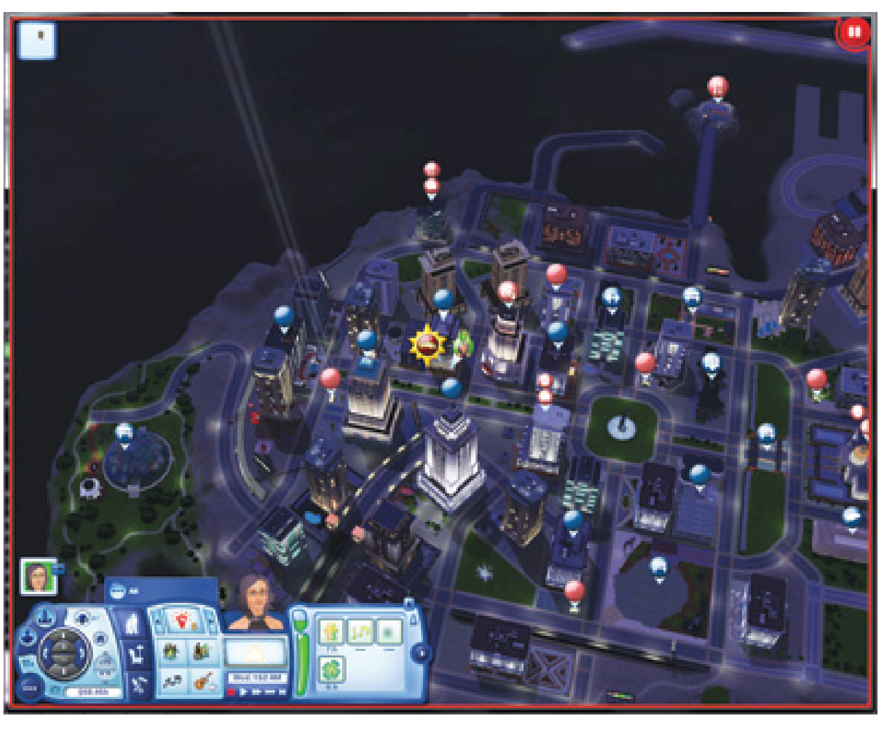
Vampire ghosts are dark crimson. Creepy, huh?

The Hunt

Not all plasma is the same. Vampires get greater pleasure and extra Thirst satisfaction if they drink from a superior source. But to identify a source of good plasma, vampires must go on the Hunt.

To start the Hunt interaction, just click on the currently occupied lot and select it from the available list. Now, the vampire will begin eyeing everybody in the joint.





As Sims around the vampire are "scanned" for plasma quality, they appear with a thermal overlay. After a few moments, the vampire gathers the necessary info to determine which Sim (or Sims) on the lot has particularly delicious plasma.

Those Sims will be noted in the relationship tab of the Status Panel and will be marked with an icon in Map View.

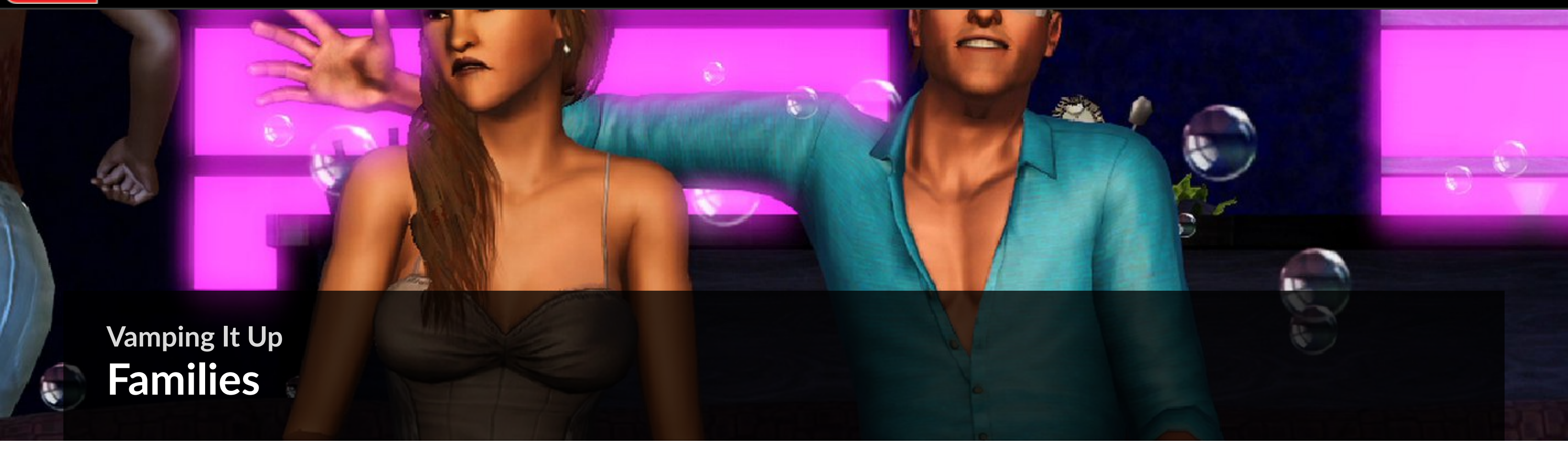
Your vampire definitely wants to keep track of these special Sims; when he or she drinks from them, the vamp earns the positive Sanguine Snack moodlet. This is more powerful than the Sated moodlet.

Caution

You cannot use the Hunt over and over to keep identifying targets. You must wait a few days between Hunts.

Note

Hunt will not target blood-related family Sims or other hosehold members. It also targets only Young Adult, Adult, and Elder Sims—no Children or Teens.



Families

Vampires cannot turn younger Sims—that just wouldn't be right to steal life away from children and teenagers before they are able to make such a momentous decision on their own.

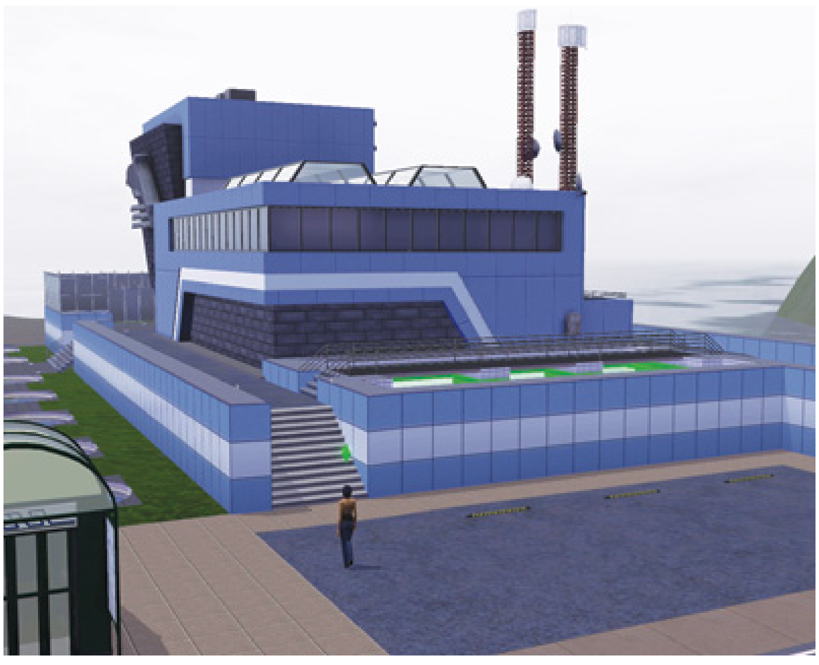
Besides, feeding on a little kid? That's just creepy-wrong. Yet there can be vampire children...sort of. It just happens by traditional means.

A vampire may become romantically involved with either another vampire or a normal Sim. After successfully Trying for Baby, two vampires produce a child with the hidden Vampire trait.

When that child becomes a Young Adult, they automatically become a full vampire without the growing pains other Sims experience during the turning process. If a vampire and normal Sim create a baby, there is only a 50 percent chance it carries that hidden Vampire trait.

Though younger vampires do not Drink, Hunt, or Read Minds like fully developed vampires, they still exhibit a few of the physical vampire traits just to let you know what's coming. Look for pale skin or reflective eyes.

The Cure?



Vampirism is not for everybody. After a walk in a vampire's skin, you may wish to return to the world of the living.

There is a cure for vampirism, thankfully, and you may purchase it at the local Science Facility for §3,000. To obtain the cure, select the Science Facility and choose the Purchase Cure interaction.

Your vamp slips inside the venue and then comes back out with the cure in their inventory. As soon as the cure is consumed, the vampire returns to normal status and no longer has Thirst. They have the Hunger need again and crave regular food.

Note

Vampires are not exclusive to Bridgeport. If you move to Sunset Valley, Riverview, or any other city, you will find vampires there, too, as long as you have Late Night installed.

Brownie Bites

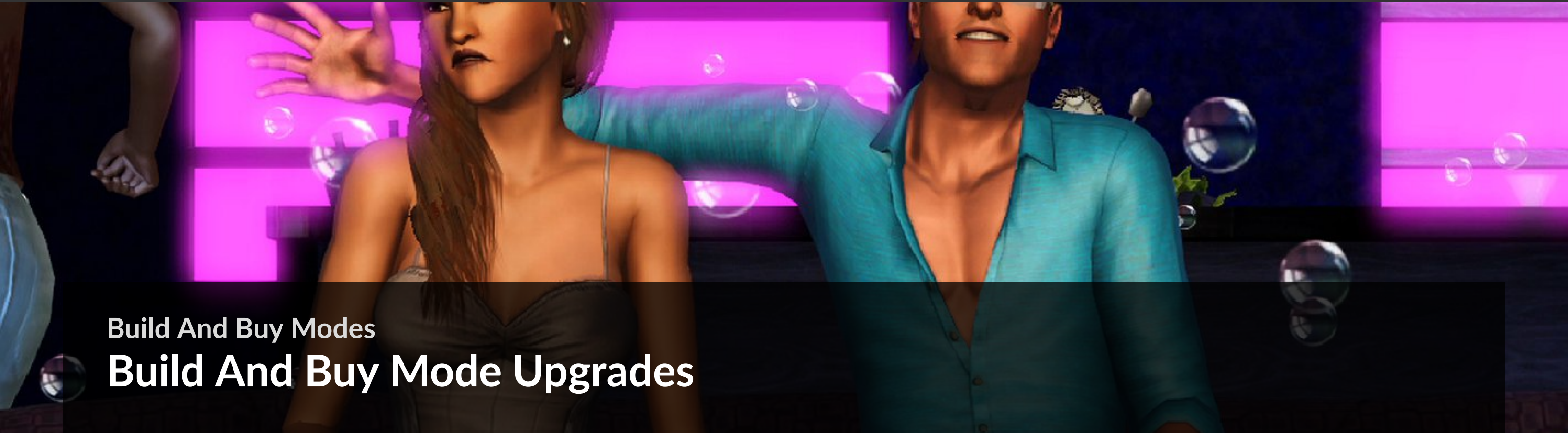
Plasma lust. Night walking. Mind control. There's no doubt about it: Vampirism is just cool. And more than that, it's downright sexy.

If you think feeding is just about sating hunger, like you or I would eat a pizza, think again. It represents something dangerous and carnal, appealing to that little sliver of ourselves that wonders what exactly we are capable of if we strip away the social contract.

That allure of evil has kept us fascinated by vampires for hundreds of years, as they have gone from the creatures of folklore to full-fledged pop culture icons. And now you and I get to be them in Late Night.

It's not just the ability to read minds and affect behavior that makes vampires in Late Night attractive. Vampirism represents yet another avenue to altering the narrative of your Sims, giving you an entirely new set of storylines to play out.

Combining vampirism with the pheromone-soaked nightlife, high-rise parties, and exclusive clubs of Bridgeport produces a very different life than what you found in Sunset Valley. But that's why we hungrily dive into these expansions. And vampirism is by far my favorite element of Late Night.



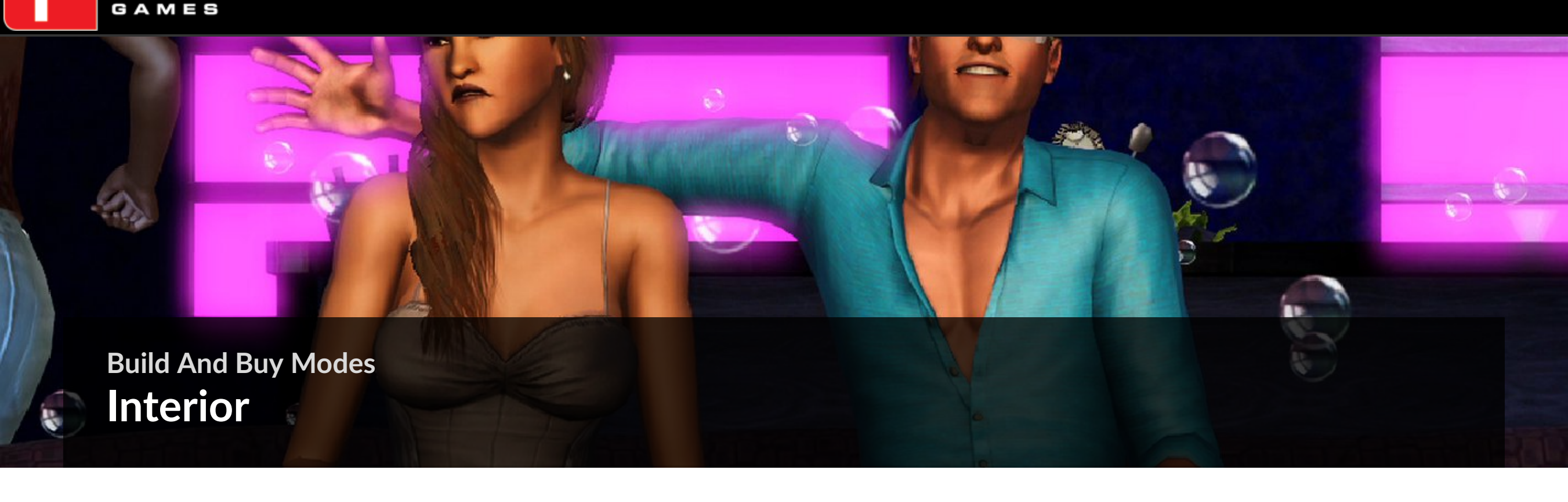
Build And Buy Modes

Build And Buy Mode Upgrades

Though the real estate market in Bridgeport features some great high-rise buildings and celeb-worthy homes, sometimes you just need to take the architectural reins and design your own pad. Build and Buy Modes still have all the tools that are found in The Sims 3 base game, but a handful of new features have been added to give you even greater control over your lot designs.

Build and Buy Mode Upgrades

Late Night introduces more than new lifestyles—you now have an extra set of tools in Build and Buy Modes to make changes to lots, allowing Sims to better express themselves through interior design and architecture. After all, superstars and celebrities shouldn't have just plain rectangular pools. They should have wild shapes and splashy fountains!



Build And Buy Modes

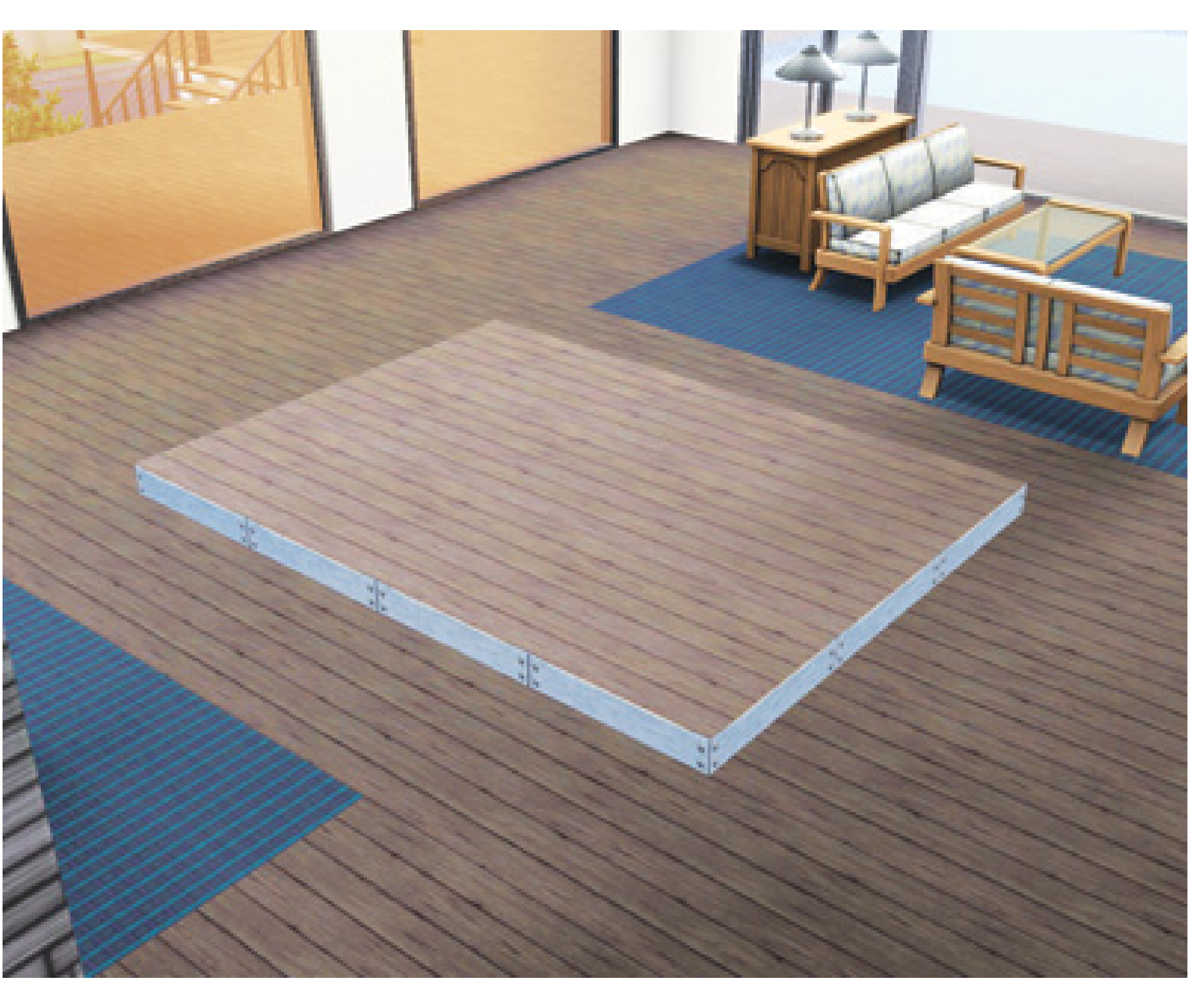
Interior

Late Night is all about adding a touch of style to your life.

The new features let you install platforms to draw attention to specific parts of your lot, section off rooms with half-walls, and adjust the height of artwork hanging in your house so you can make attractive collections.

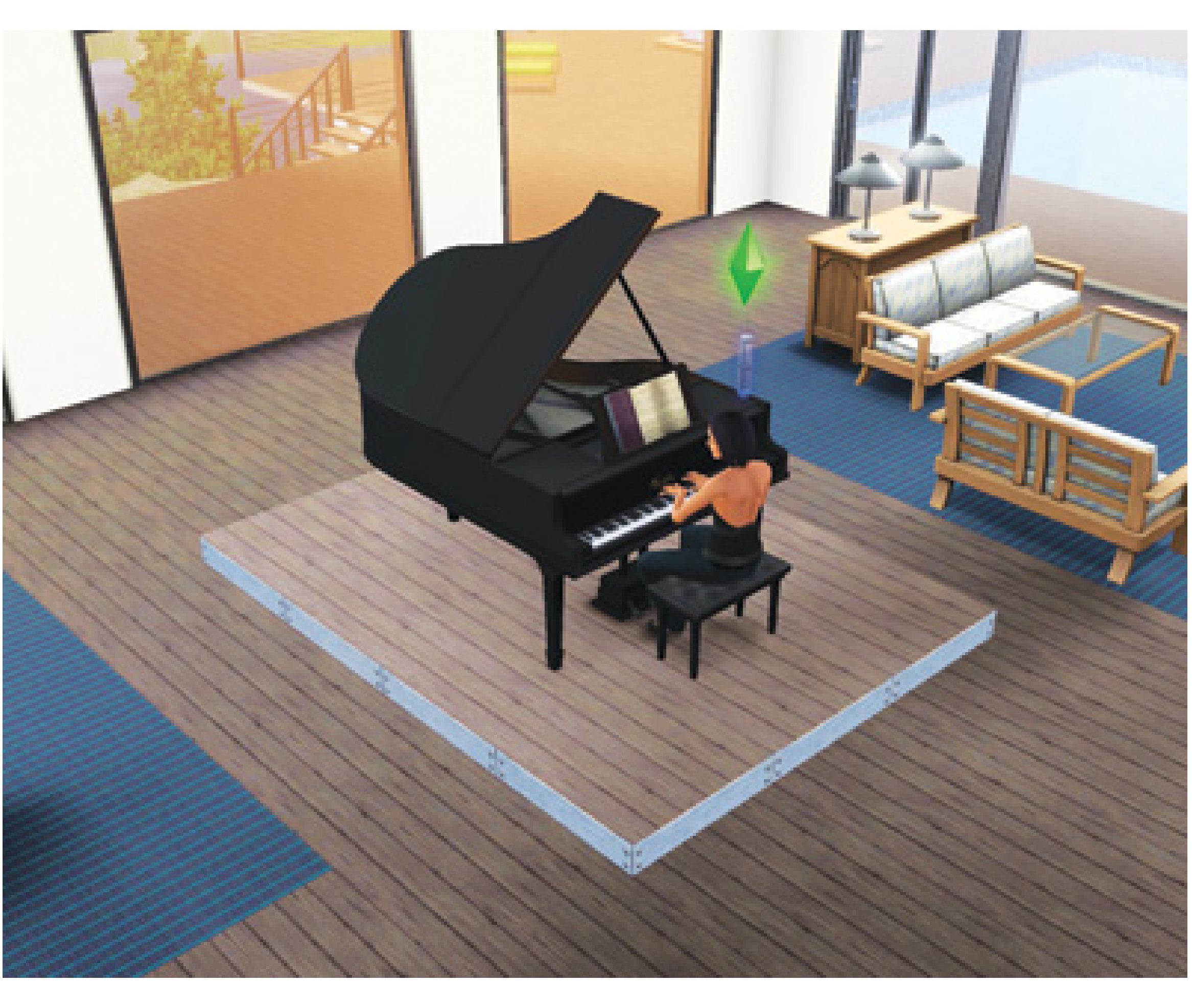
Platforms

Platforms are used inside the home to highlight specific areas, giving them a bit of a subtle spotlight without actually pointing out the features on top of the platform. In Late Night, you can now add platforms to interiors—both home and the businesses you own.



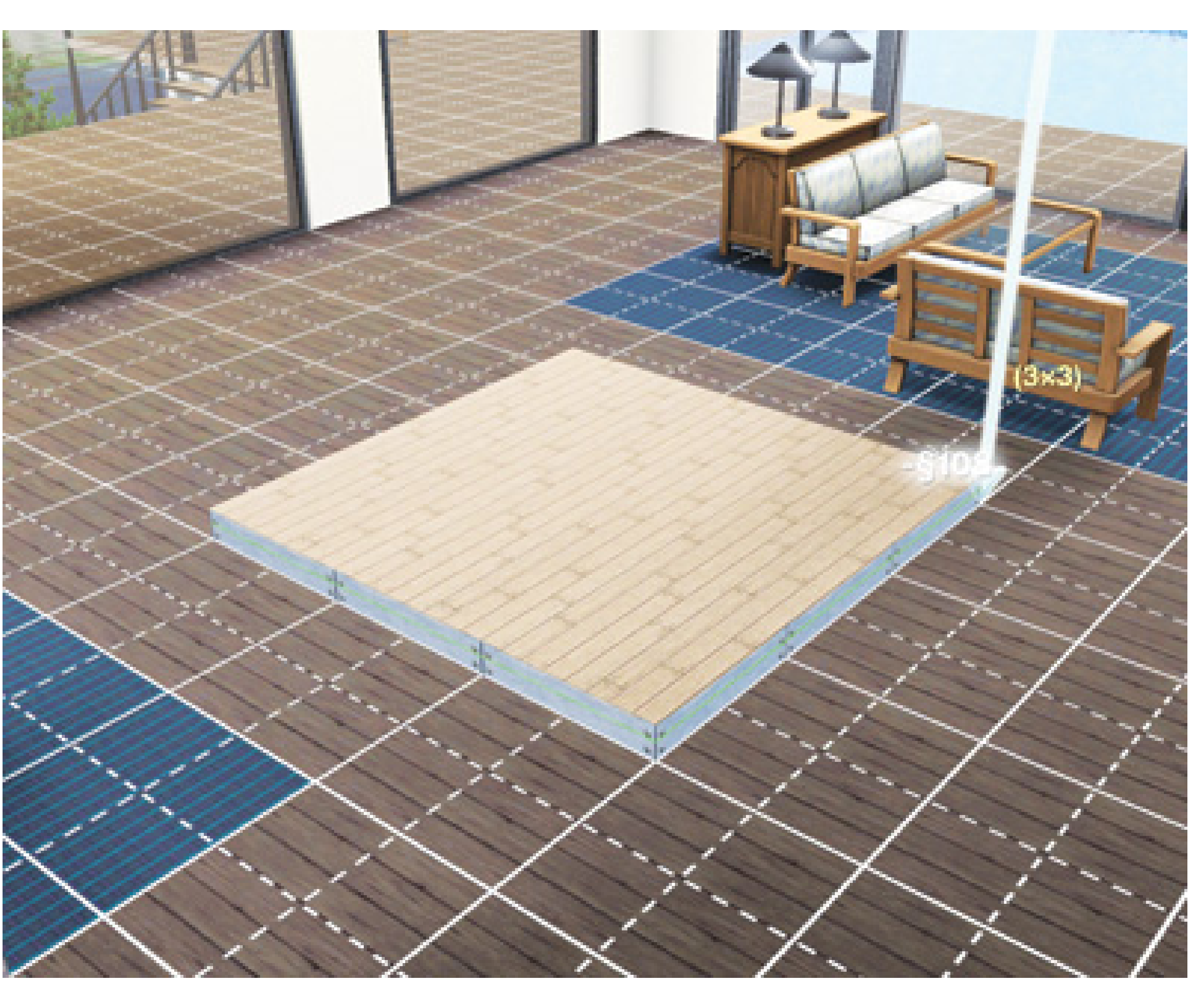
Platforms allow you to create things like dance floors, stages, and raised bars. Platforms can be any shape or size, but they cannot replace an entire floor of a building.

There must be at least one square of flooring that is the same height as the bottom of a door.



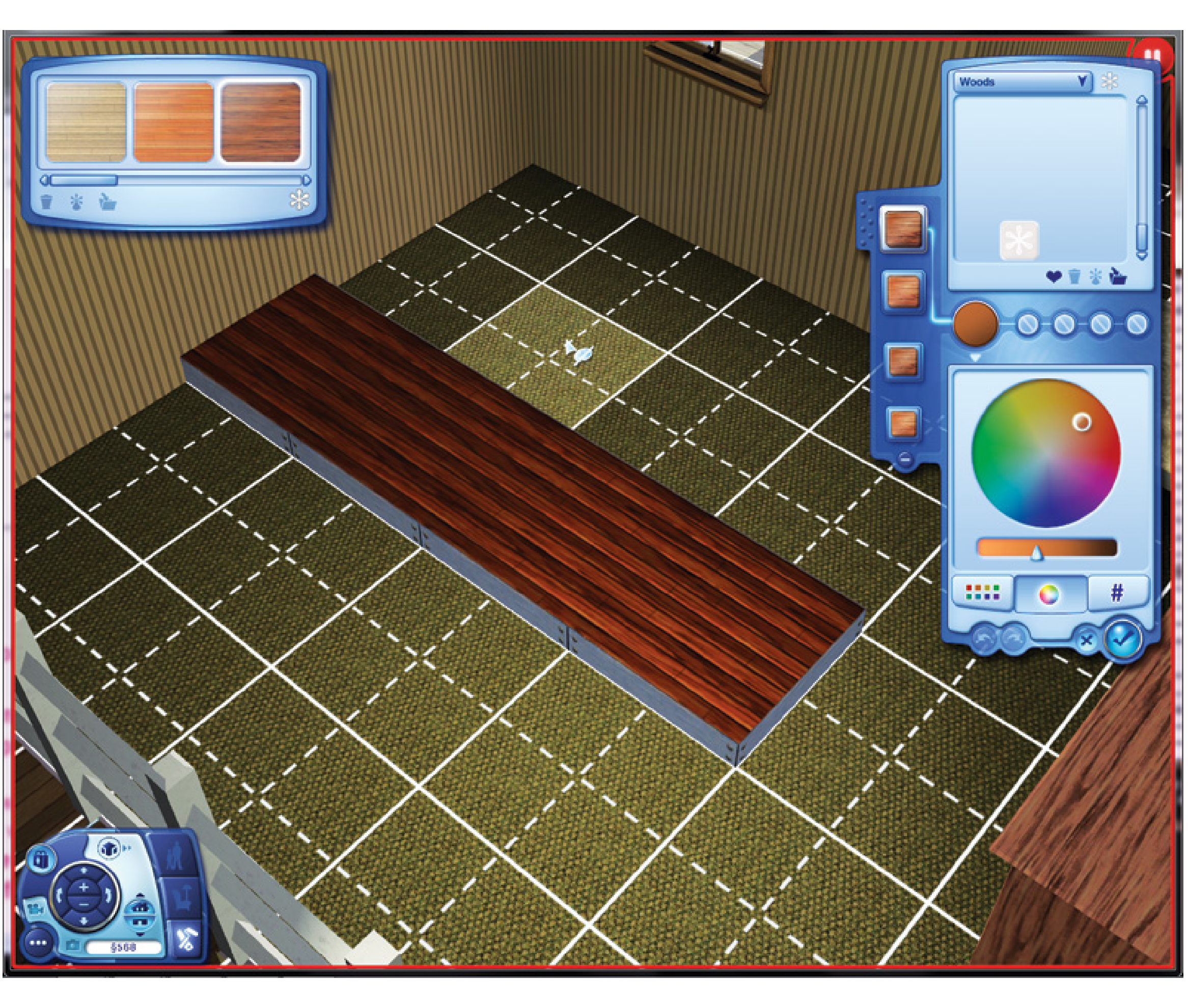
Use platforms to highlight the central feature of a room, such as the grand piano owned by an accomplished musician.

The height of a platform cannot be adjusted. Platforms are always only as tall as a normal step, so there is no need for ramps, stairs, or any other feature required to let Sims walk on top of them.



To create a platform, open Build Mode and select the Foundation tool. There are now three options—foundation, deck, and platform. When you select platform, you have the same draw cursor as a fountain.

You may either lay the platform square by square, or hold down the left button of the mouse and drag a shape across the floor. When you release the button, the platform is installed.



Once installed, platform can be given new textures just like a floor. Select the floor covering category from Build Mode and dress up the platform with any floor texture, or dip into Create a Style and design something entirely new.

You may wish to match the floor covering of the normal floor around the platform, or you may wish to go with something entirely different to really draw eyeballs.

Note

Platforms are deleted just like anything else on a lot—with the Sledgehammer tool.

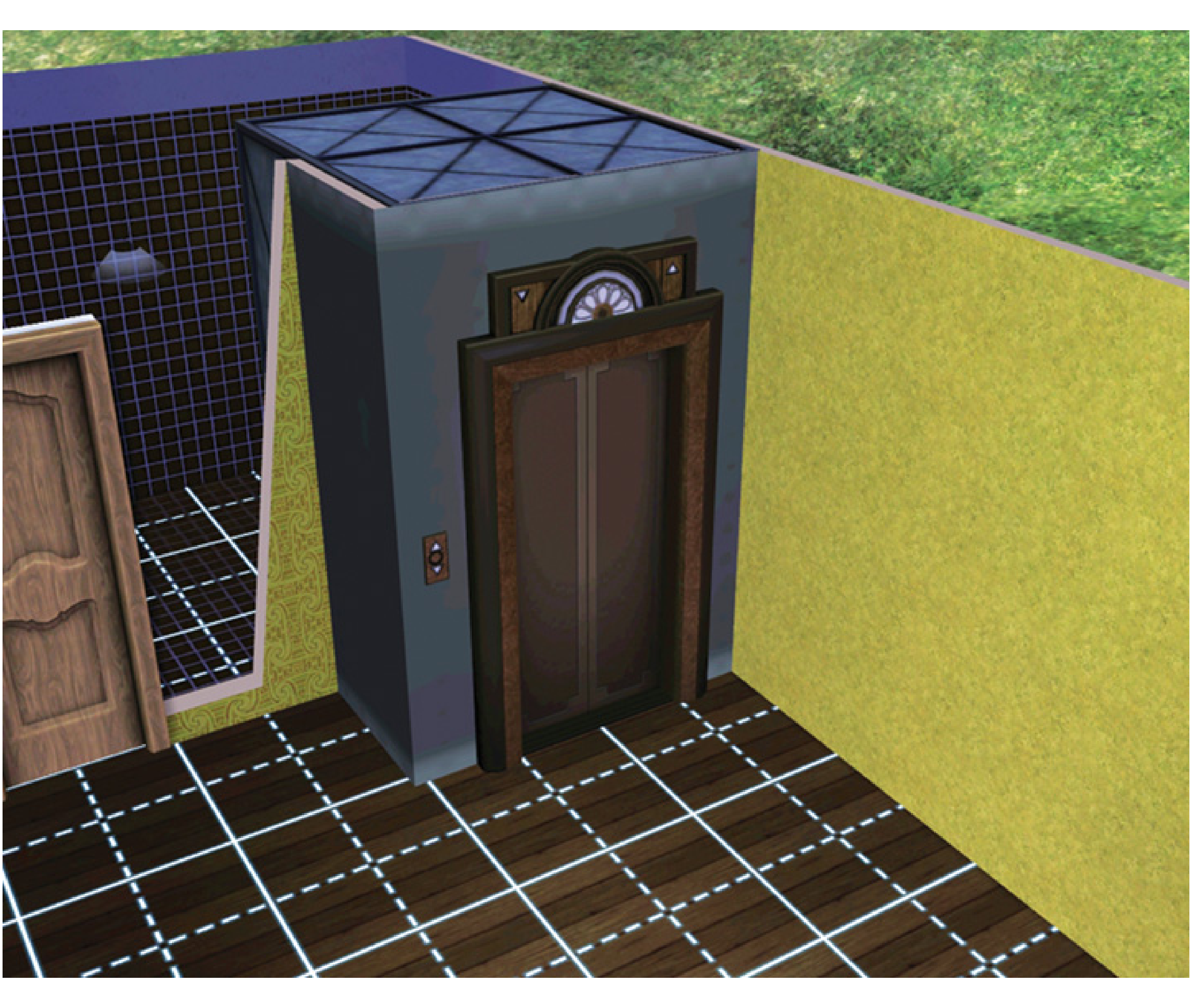
Elevators

If you've checked out any of the high-rise high-rise buildings in downtown Bridgeport, you've already spotted an elevator. You use them to access high- rise buildings and many of the bars and clubs.

But you can also install these new features on your lots, too, whether it is a bar you create on a purchased lot or in your very own home.

To install an elevator, enter Build Mode. The elevators are in the Stairs section.

Here, you will find the elevator doors and sections of the elevator shaft. You need to have the same number of floors between the elevator entrances and exits on different floors of the building.



The elevator entrance must be placed against a wall. So, if you try to install an elevator inside your house, for example, the elevator will lock to the exterior wall of the building.

To place the elevator in the center of a room, though, you need to build at least a 2x2 cube of wall panels.

Now you can place the elevator in the cube of walls, but like any other routing feature on a lot, you need adequate entrance space in front of it. Use the red and green squares to determine if you have enough space for entering the elevator.

Once you install the elevator, you're only halfway there. You need to then place another elevator stop on a different floor on the lot—basement, next story up, eight stories up, whatever.

You just need to make sure you have an elevator at each stop—and then have those stops connected by the free segments of elevators shafts.

Note

Whenever a Sim enters an elevator, they are treated to some sweet muzak.

Tip

There is a new interaction on elevators, too: WooHoo in Elevator. Hot. You can even Try for Baby in an elevator!

Once you install multiple stops on an elevator, connect them all, and then return to Live Mode, you can then use it.

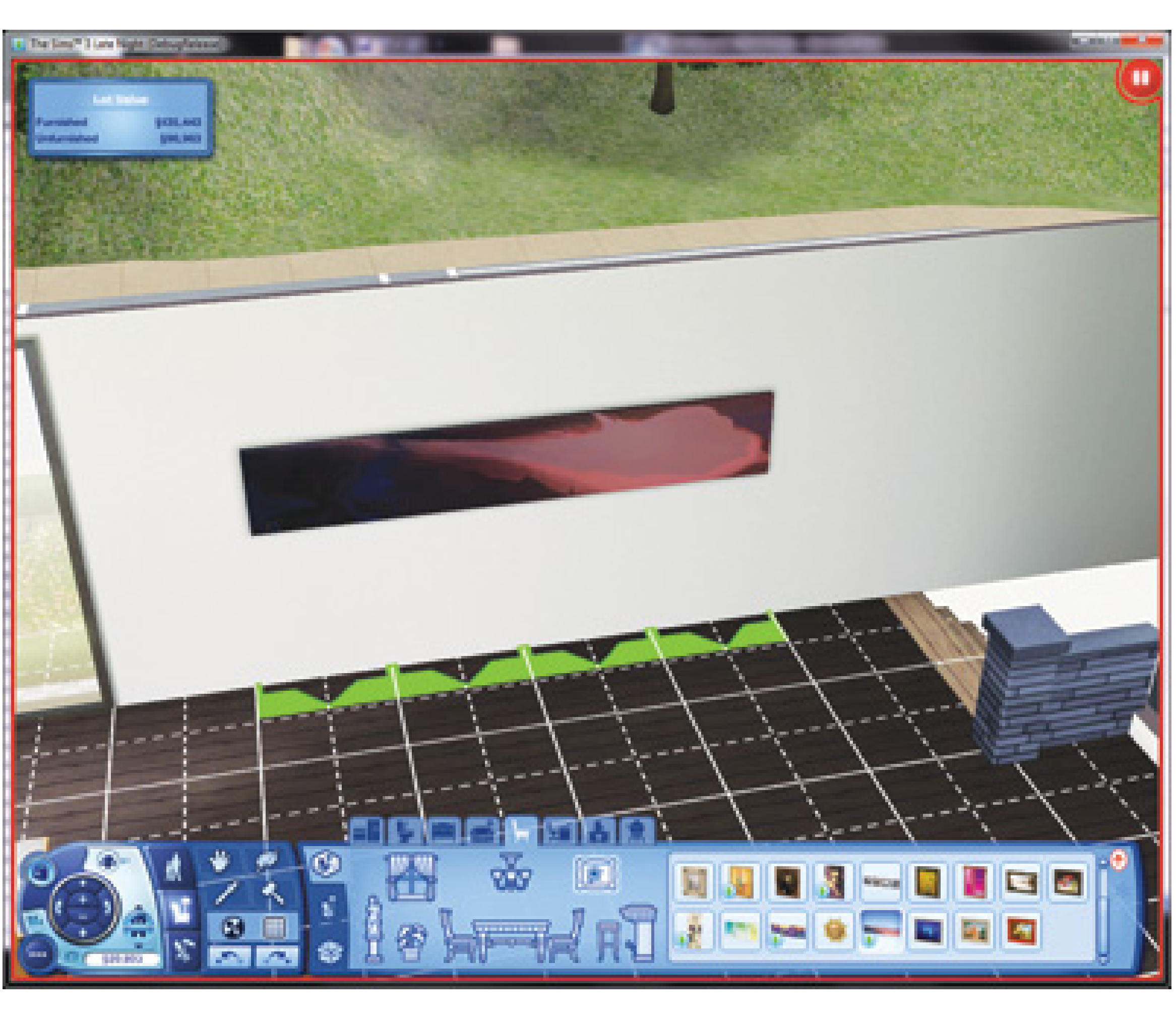
The main interaction is Go to Floor. A menu pops up which all available choices for the elevator ride. Any basement level is listed with a "B" in front of it, such as B1 for the first level of a basement.

Note

There is no limit on the number of elevator cars. Even if a Sim just got in and started a ride, another Sim can immediately step up and use the Go to Floor interaction.

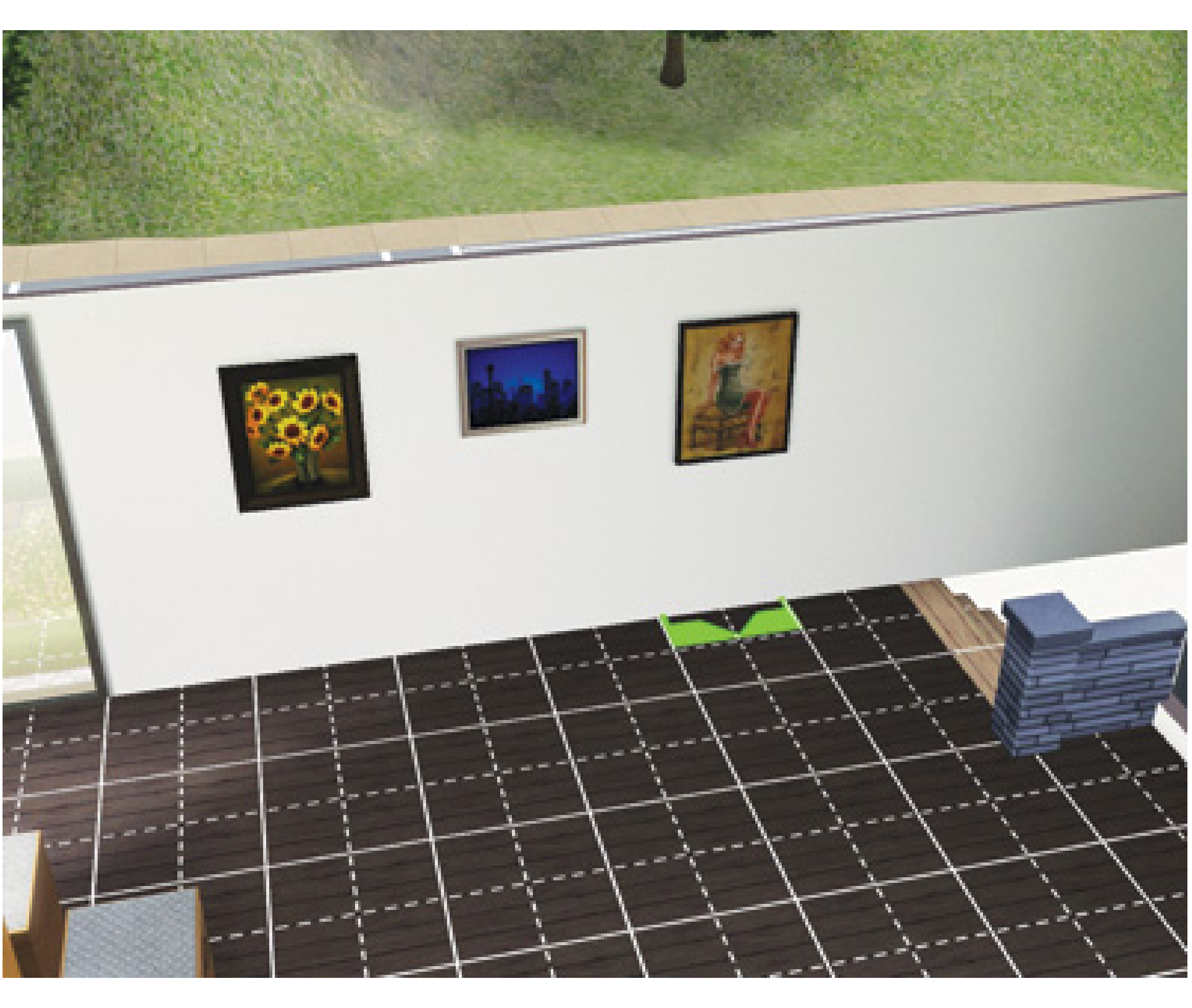
Wall Decor Adjustments

Interior design is never uniform. And so Late Night also introduces the ability to adjust the height of wall decor, such as paintings or photographs. The adjustment system works very similarly to how you move wall decor around a room.

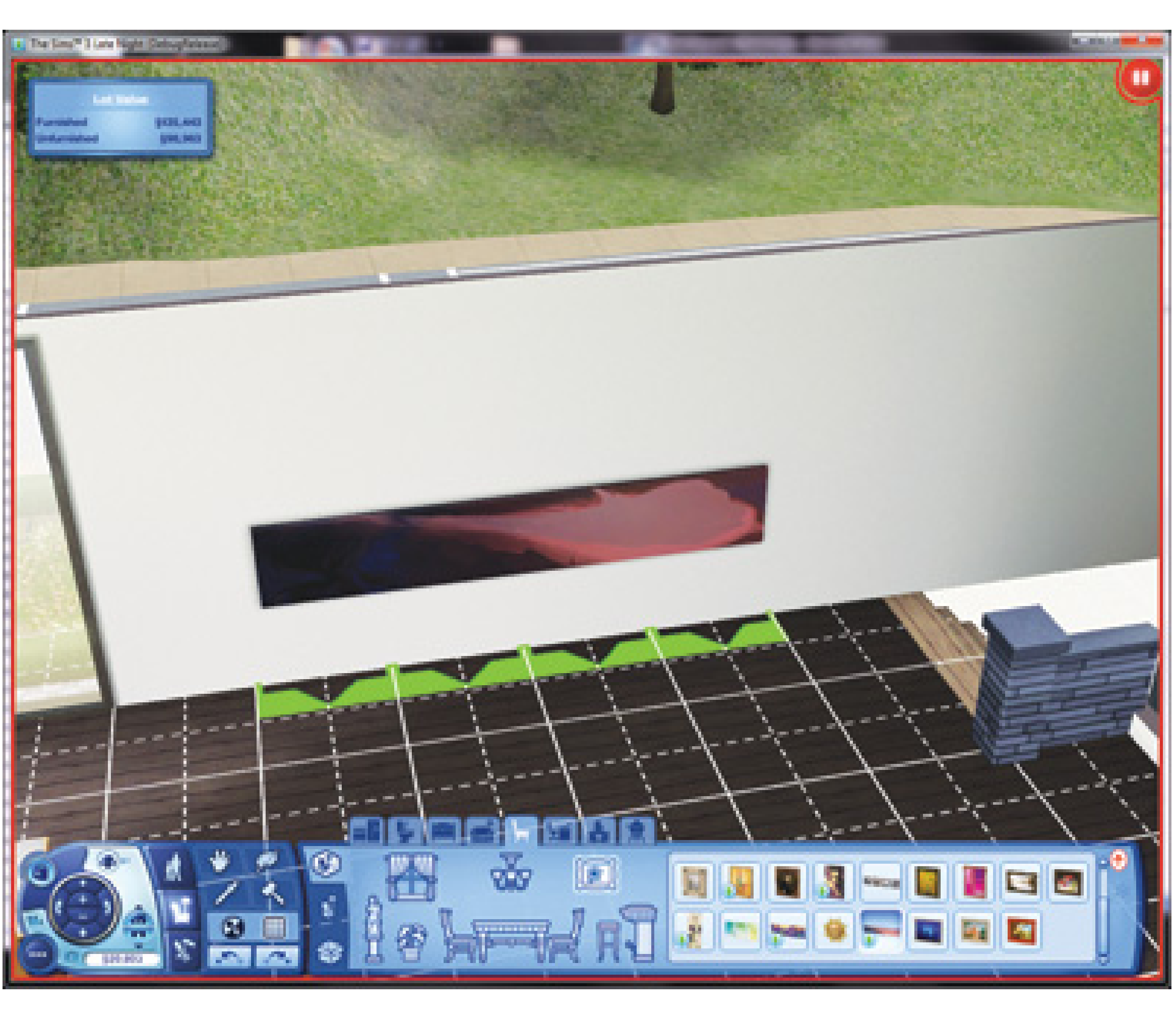


Once you buy decor from Buy Mode or decide to move something already hanging on a lot, just hold down the mouse button and slide the decor up and down the wall. You can move it to the ceiling or drop it down toward the floor.

While you're moving the decor, the cursor turns into an up-down arrow, so you know that you are in height adjustment mode.

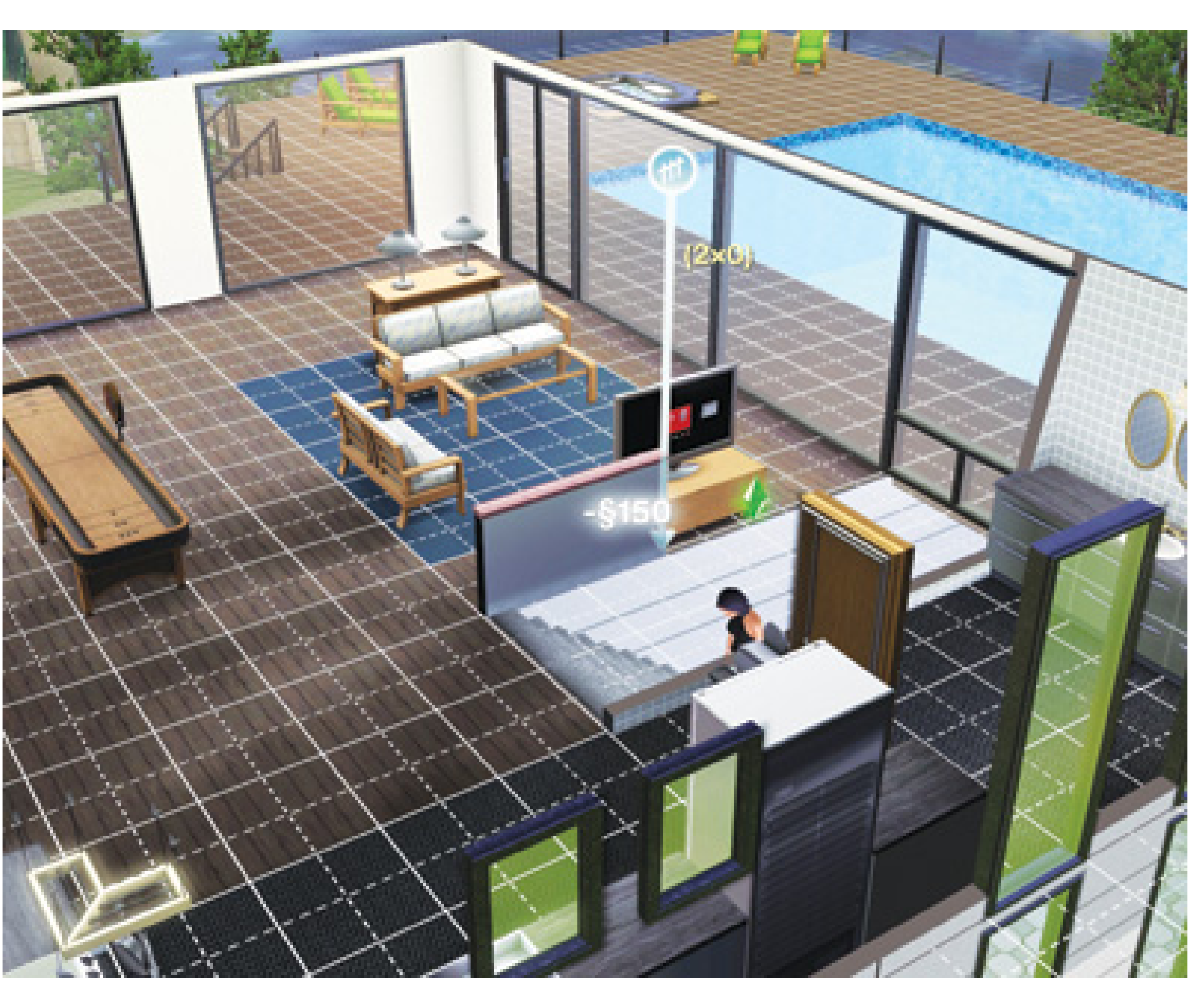


Now you can adjust paintings of different sizes so the tops of the frames line up.



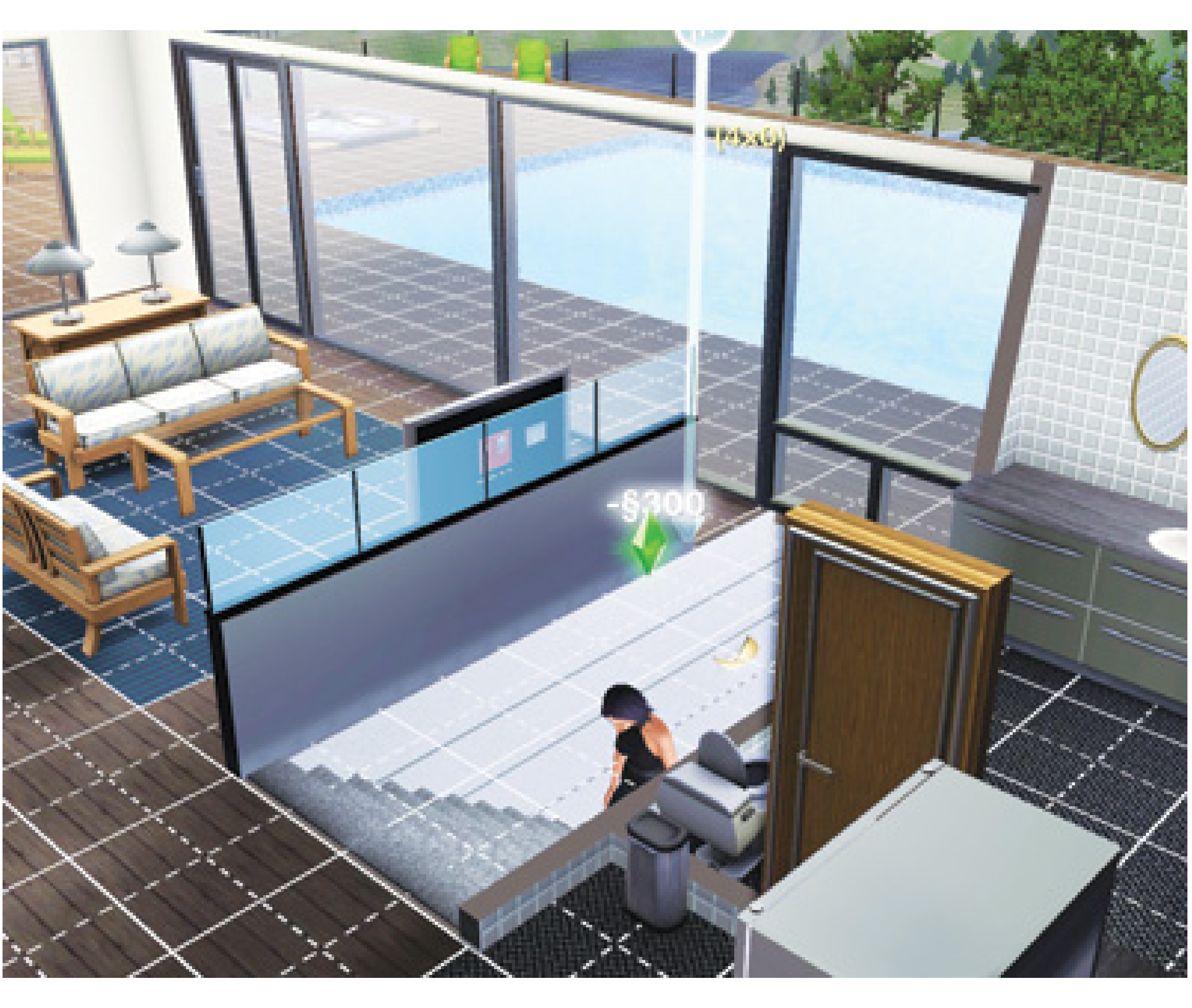
And really, why not put a painting along the floor? Youíre the chief taste-maker here in Bridgeport, aren't you?

Half-Walls



Previously, rooms on your lot were sectioned off by complete walls. Late Night introduces new half-walls.

Selectable from the Wall tool in Build Mode, you can choose from a handful of different half-wall designs (such as lattice along the top, glass, or nothing at all).



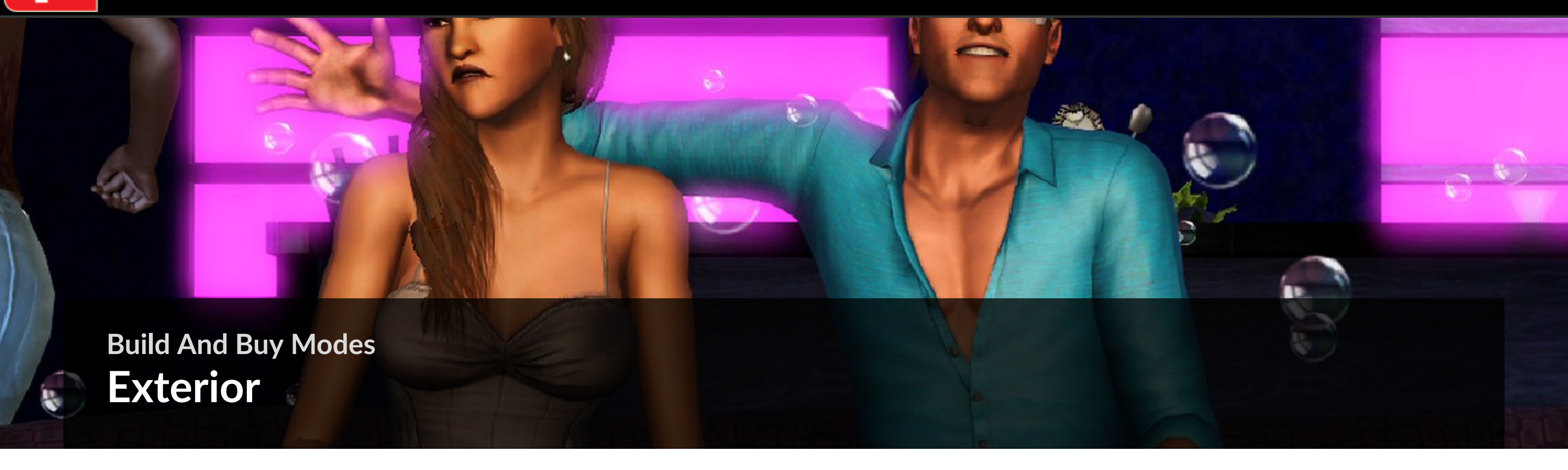
Then, you simply need to use the same commands you would when placing normal walls. Drop half-walls in panel by panel, or stretch them across the room by holding down the mouse button.

Tip

Half-walls make sense around staircases, dropped in like banisters. They are also good for sectioning off areas of a business, like a gym or club.

Caution

Half-walls do not prevent the spread of sound in a household. If a Sim is napping on the couch on the other side of a half-wall, practicing your drums on the other will wake them up.



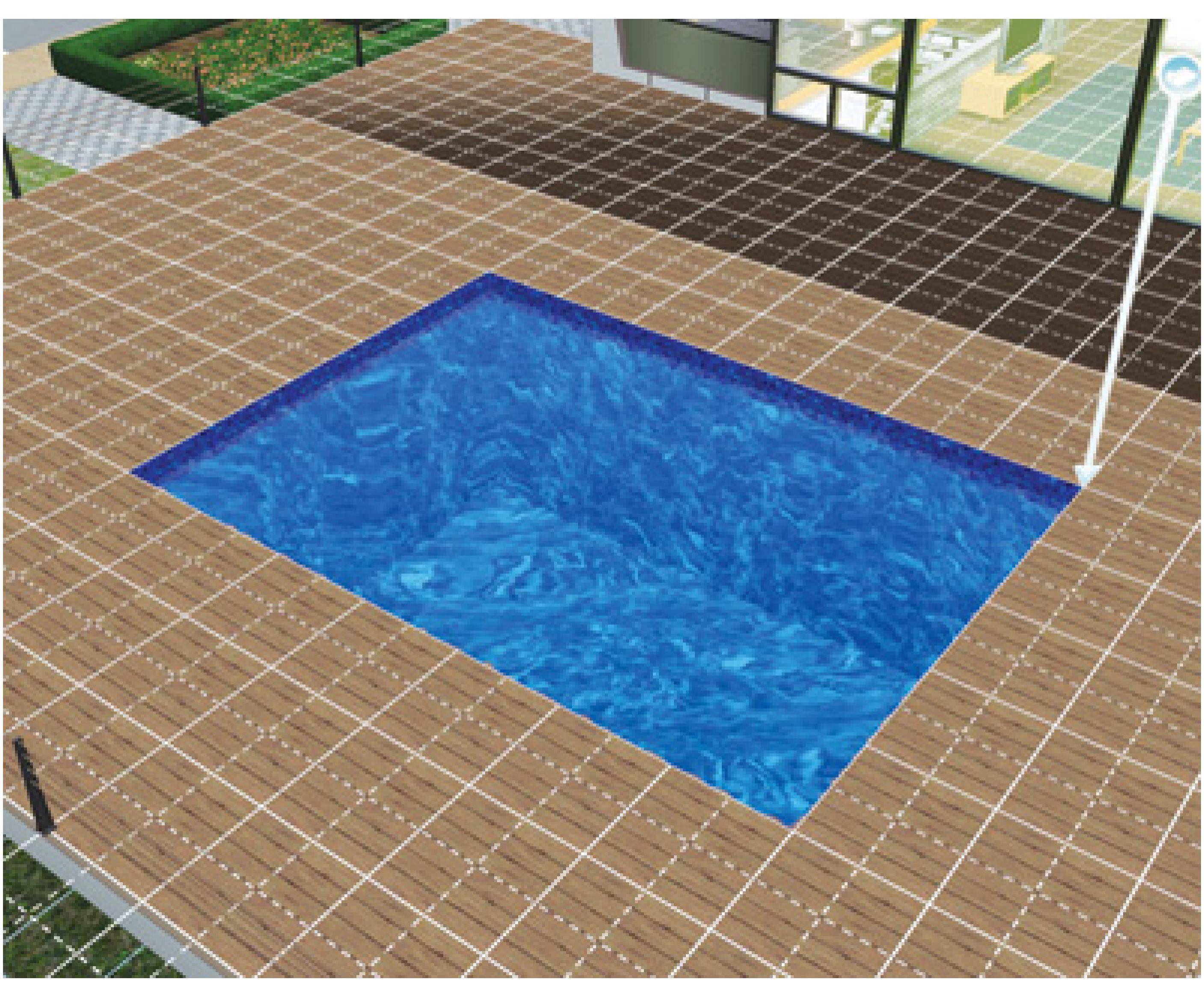
Build And Buy Modes

Exterior

The exterior of your lot has not been ignored in Late Night.

Not only are there a host of new objects you can place around your house or business (check out the New Objects chapter for a complete list), but you can also make big adjustments to water features on your lot.

Pool Upgrades



Swimming pools, always a favorite feature of any lot, have been upgraded in Late Night. Now you can place pools on levels higher than the ground (with exceptions) and change the general shape of them.

To create an above-ground pool, you just need to select the Pool tool from Build Mode as normal. If you are one floor off the ground, you can draw the outline of the proposed pool on the floor.

The pool is placed in the floor when you release the mouse button.

The catch, though, is that you may not have anything in the level beneath the pool. When the pool is created, the outside perimeter of the pool becomes a wall that other Sims cannot walk or see through.

They can be decorated, though, with wall coverings. You can also place windows on the pool walls so other Sims can watch swimmers having fun.

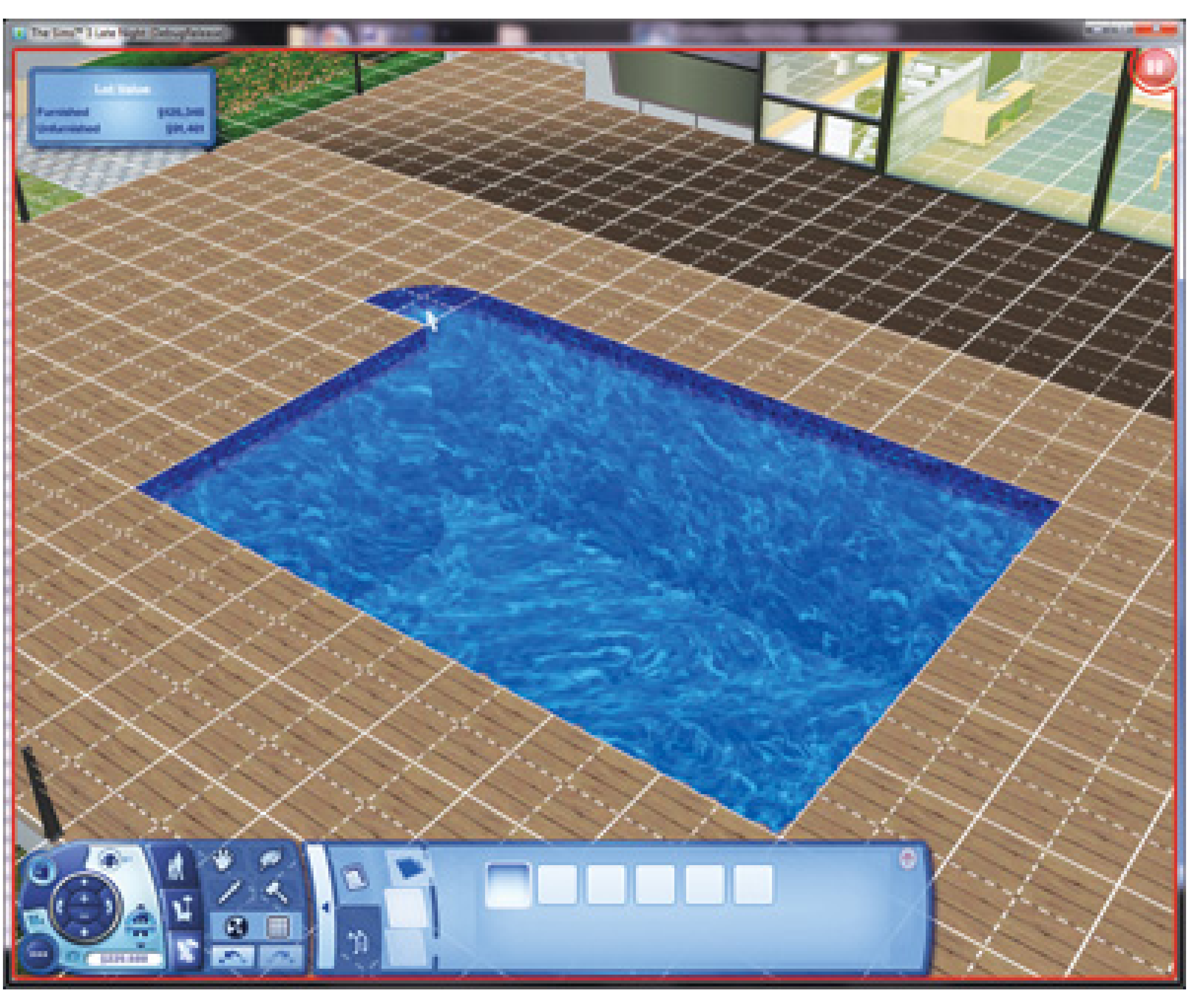
Above-ground pools can be placed right up to the edge of a structure, but Sims may not enter the pool from that side. So, don't try to place a pool right outside the patio door. Sims will just go around the lot to enter the pool.

Tip

You can now place a pool on a second story of a house. You just need to make sure there is nothing in the space occupied by the pool on the story below it.

Caution

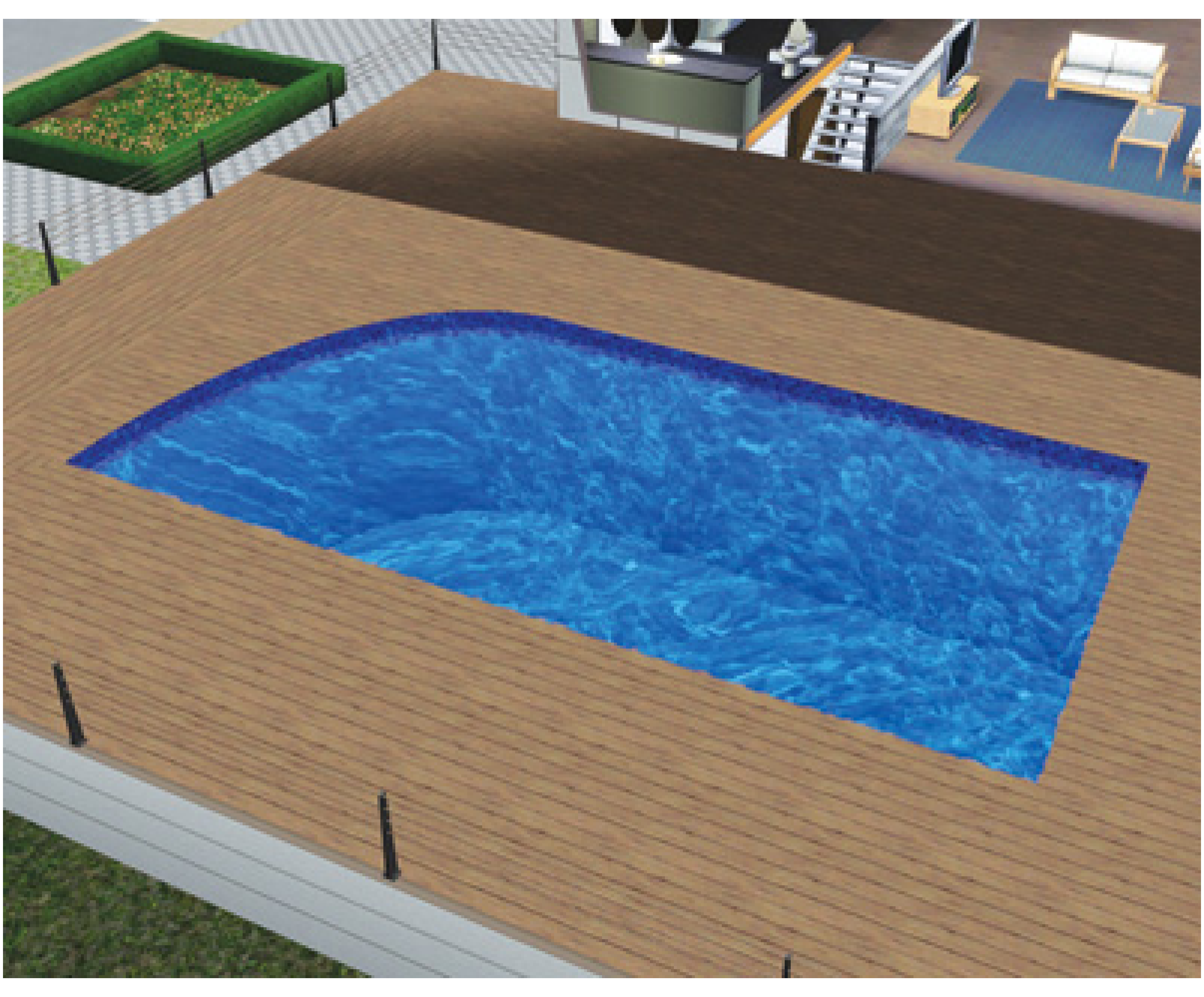
You cannot place pools in single-level dwellings in the high rises. They must have at least two levels.



In addition to new pool placement, you can also adjust the shape of a pool. The Pool tool has a series of rounded corner pieces (both convex and concave).

These pieces come in multiple sizes, and you can use two slider bars to adjust the curvature of the pool piece.

For example, you can have a simple rounded corner or stretch it out three squares deep. These new pool pieces will even let you create a perfectly rounded pool.

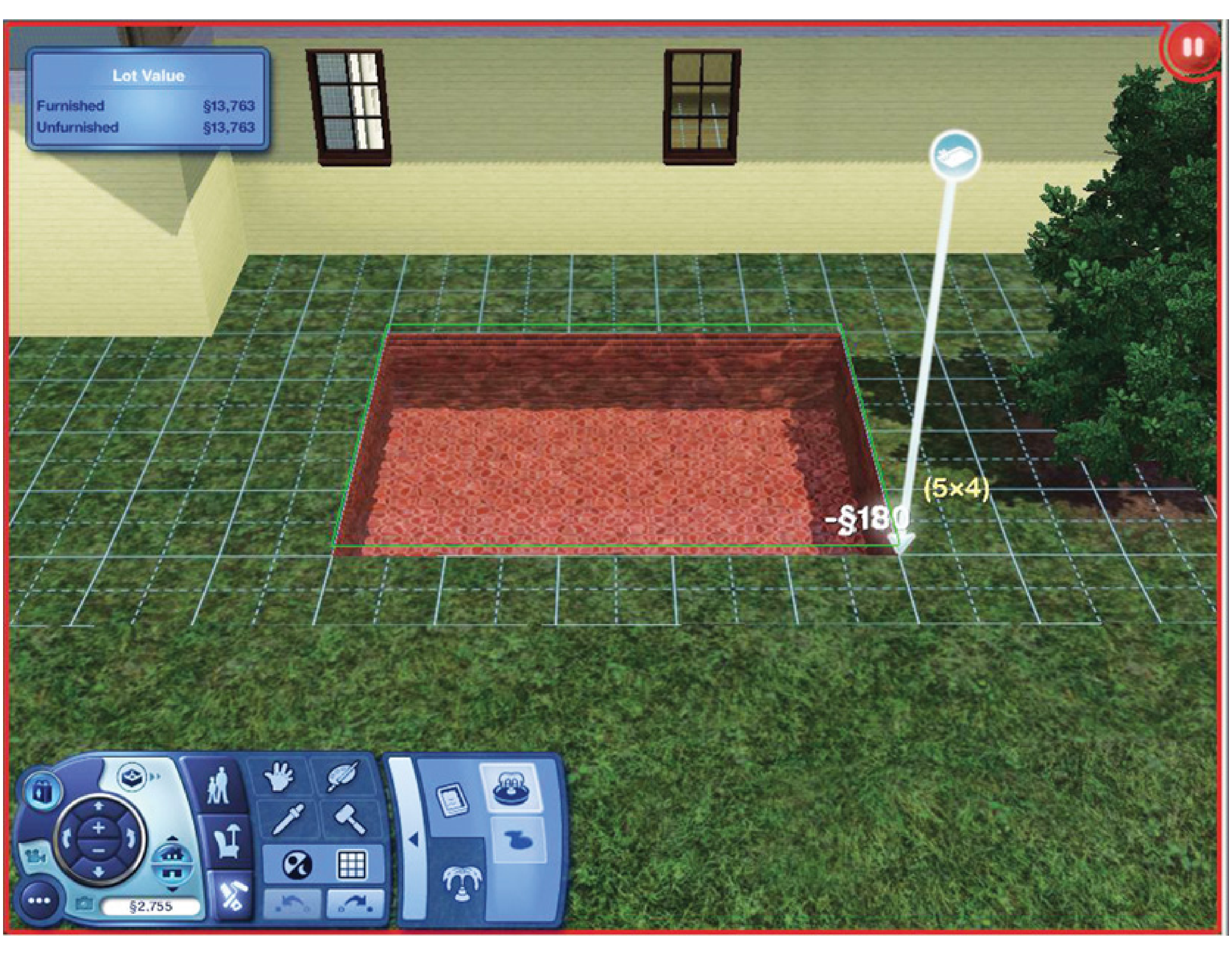


Have fun with pool shapes—create a cool shape so your pool really stands out.

Tip

Pools can also be built inside of high-rise buildings, but only if the high-rise building has two stories. You always need a level beneath the pool in order to build one inside an high-rise building or on any story above ground level.

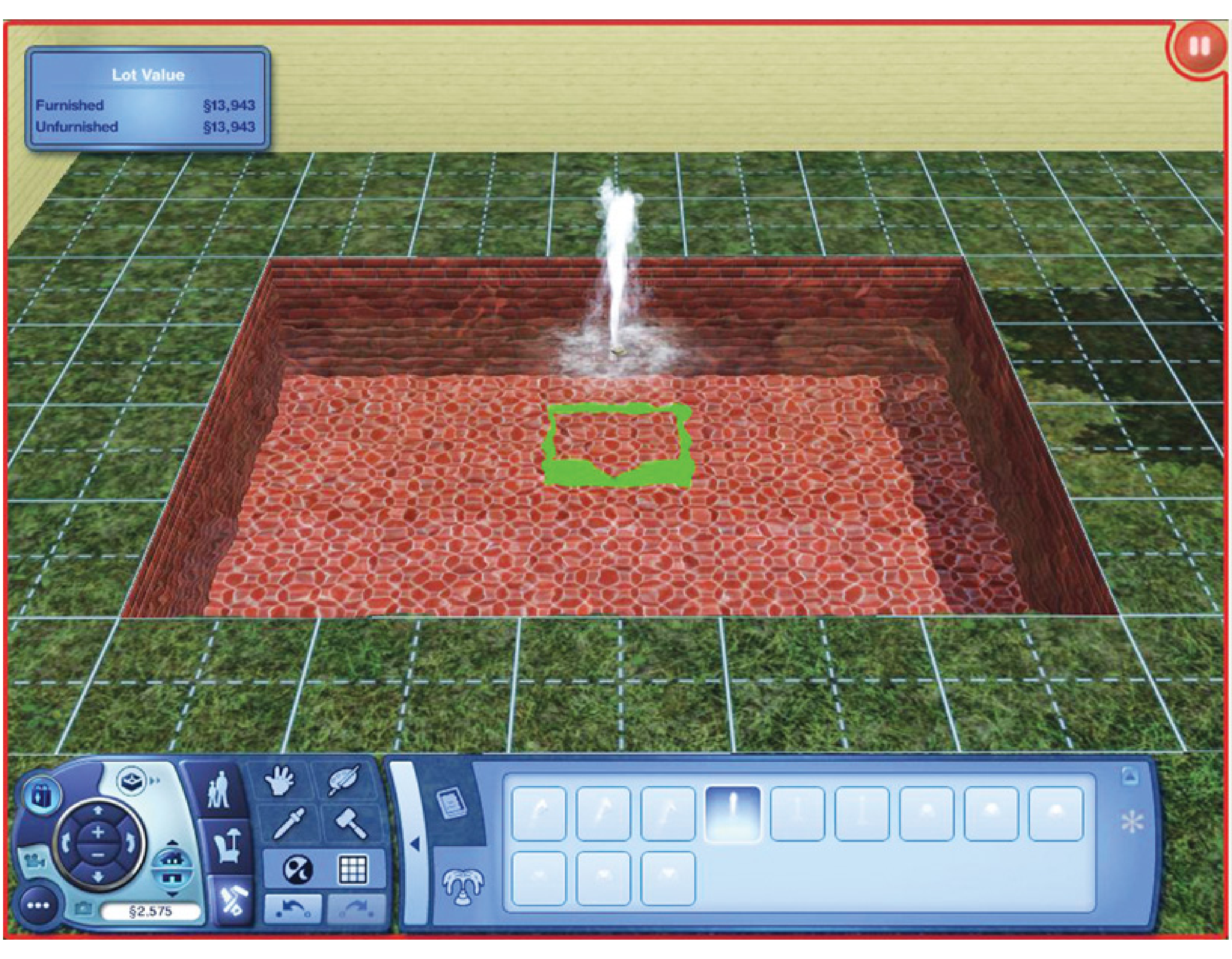
Fountains



Pools and ponds no longer have to be static features on your lot when not in use. There are all-new ways to make fountains interactive, as well as a new tool inside of Build Mode for creating fountains.

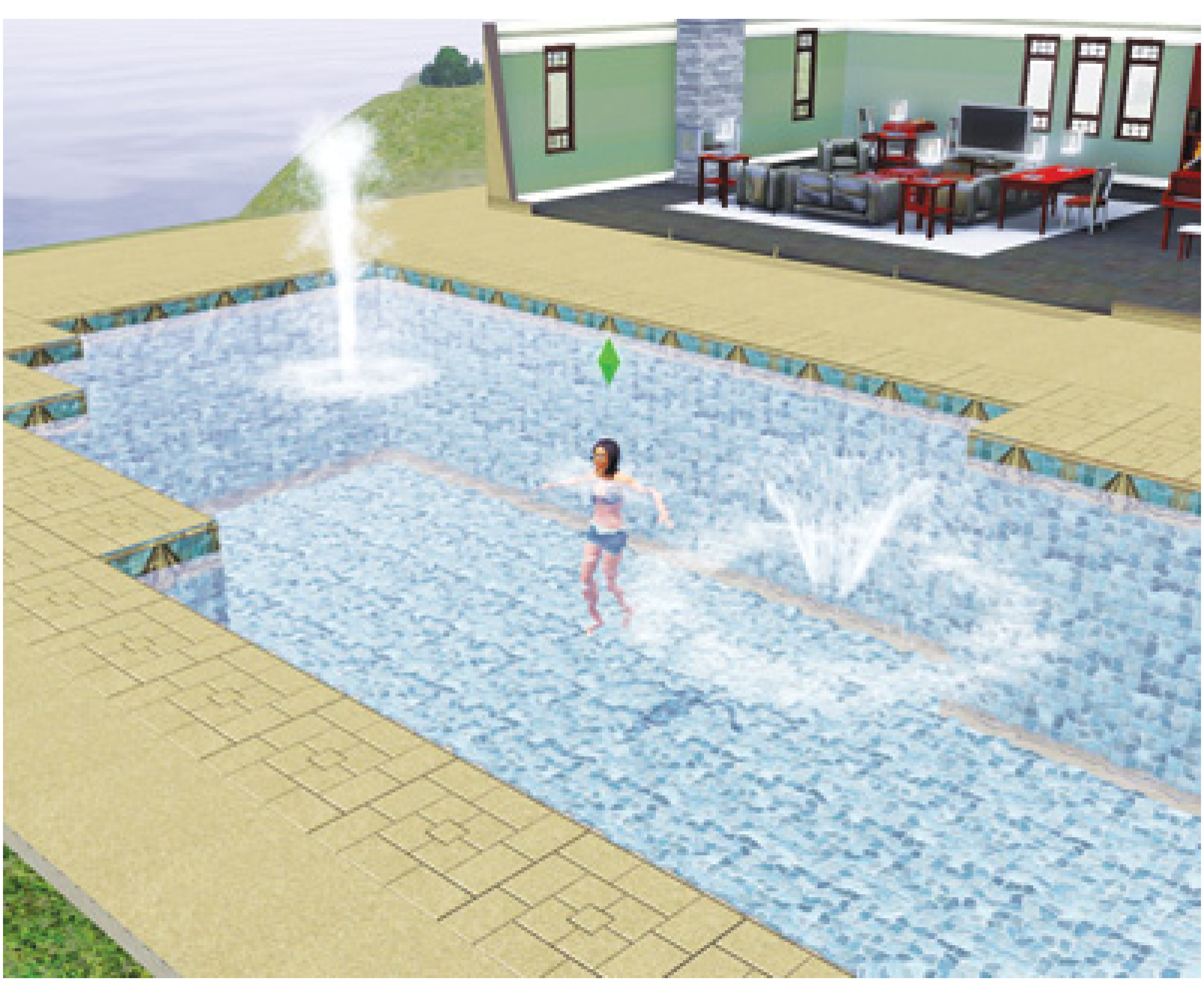
The Fountain tool is right next to the Pool tool in the Build Mode menu. Once selected, you can then start constructing a Fountain not unlike a pool – it's just a very shallow pool.

The catch, though, is that unlike pools, Sims cannot enter fountains. They may only observe them.



There is also a category of Fountain objects within the Fountain tool. Dive into this section to check out the many different sizes and shapes of the fountains; they run the gamut from a small spout to a massive sprayer.

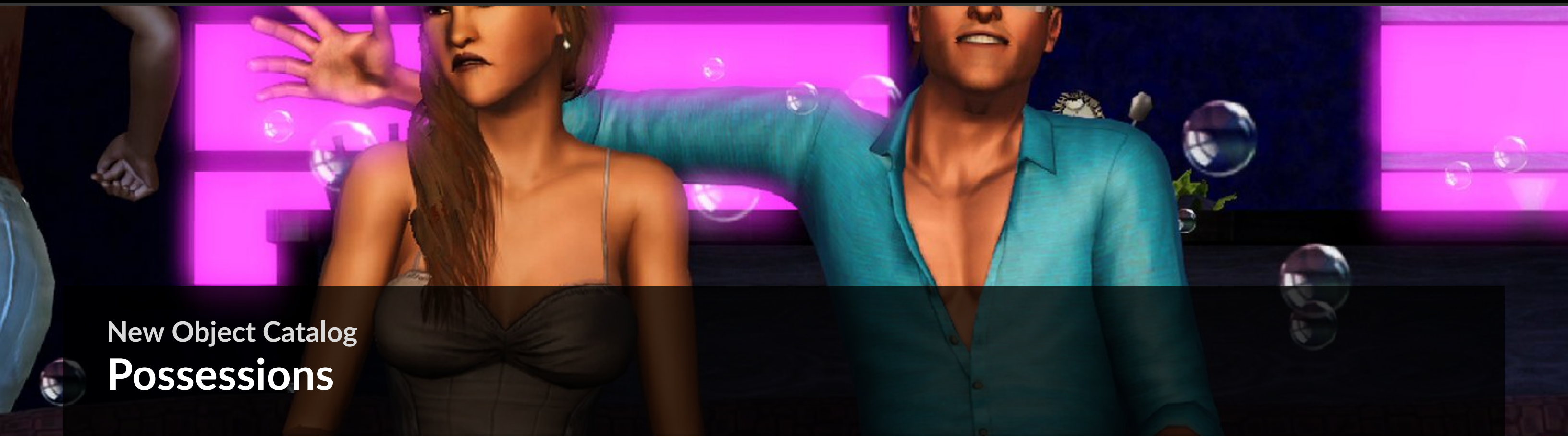
These fountain nozzles can only be placed in areas that accommodate them. Use the usual system of green and red area markings to determine whether your pool or pond is large enough to accommodate the fountain.



Sims may not swim through fountains. If a fountain is placed in a pool, the Sim swims around it.

Tip

Use fountains to not only create a ritzy water feature on your lot, but also to give Sims another thing to look at and raise the environmental rating of the area.



New Object Catalog

Possessions

Materialism gets a bad rap in the eyes of Late Night, which celebrates the trappings of celebrity—namely excess.

There are dozens upon dozens of new objects created specifically to be fun, show off wealth, and develop skills that will help you achieve fame and fortune in Bridgeport. Take the new hot tubs.

These are sexy objects that not only add fun to your Sims' lives, but also have the ability to affect their love lives in decidedly risque ways. (Yeah, you can go skinny dipping in a hot tub.)

Fortunately, Bridgeport has a bustling job scene that includes the well-paying Film career, which should put enough Simoleons in your pocket to purchase some of these fine, fun objects.

But you'll have to become a true celebrity to really enjoy all the new objects in the catalog. Life in the fast lane isn't cheap, after all.

Tip

Many of the new objects can be used to create clubs, bars, and lounges both at home or on community lots (if you get into the real estate game).

Depreciation

As soon as you buy an object and then exit Buy Mode, the object loses value. The immediate value hit is significant, but not devastating: 15 percent.

With each additional day, the object loses more value: 10 percent per day. The value of an object finally bottoms out at 40 percent of its original value.

So, if you bought the SimmerChar Dual-State Stove for §400, the object would lose §60 on the first day. The next day, it would lose another §40. If you sold the object back after two weeks of use, you would get §160 back.

However, not everything in this world goes down in value upon purchase. Some art actually increases in value.

Bills

Every Monday and Thursday, the postal worker drops off a stack of bills in your mailbox. You have to pay approximately §6 for every §1,000 of stuff you own.

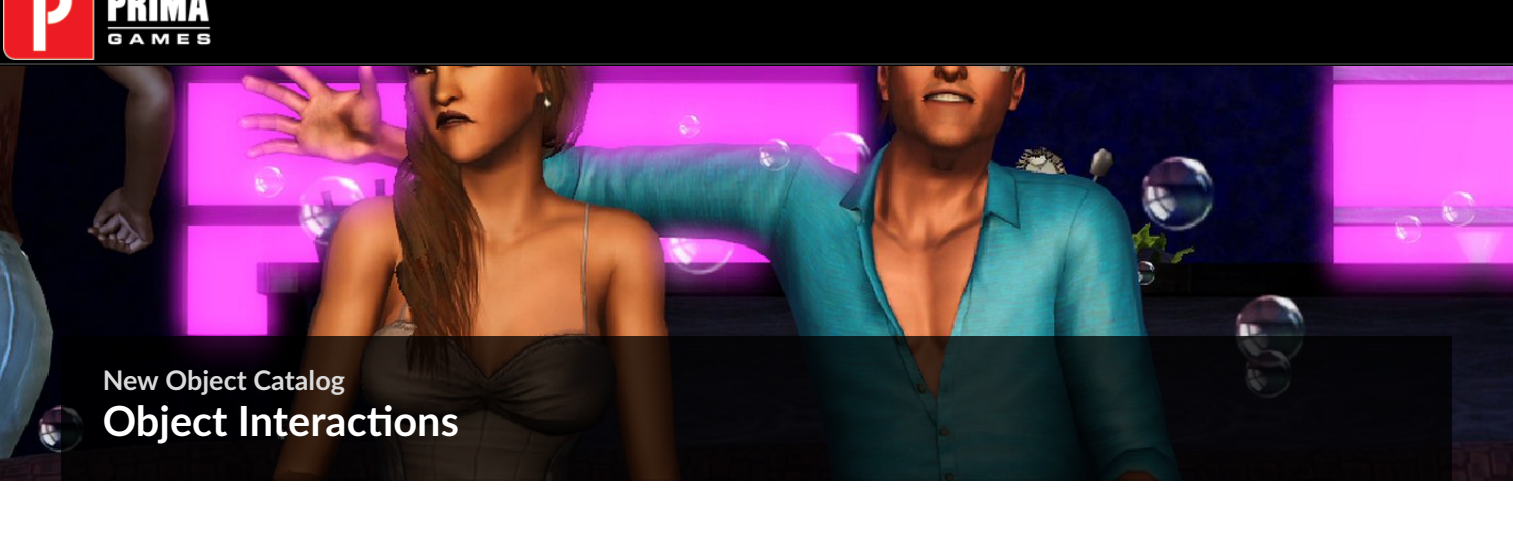
For example, if you spent §14,500 on building and objects, your bills will come out to around §85. So keep this in mind when shopping.

To pay your bills, click on the mailbox and choose the Pay Bills interaction or choose the Auto Bill Pay option. You cannot ignore bills and hope they go away. You must pick up bills from your mailbox and attend to them in a timely manner.

If you do not pay your bills within three days—the normal bill cycle—you can count on a visit from the Repo Man on day four.

The Repo Man will enter your house without warning and take objects without mercy until he has reached the number of Simoleons you currently owe.

Once you enter day four of bills, you cannot quickly pay them and shoo away the Repo Man. It's too late by that time.



New Object Catalog

Object Interactions

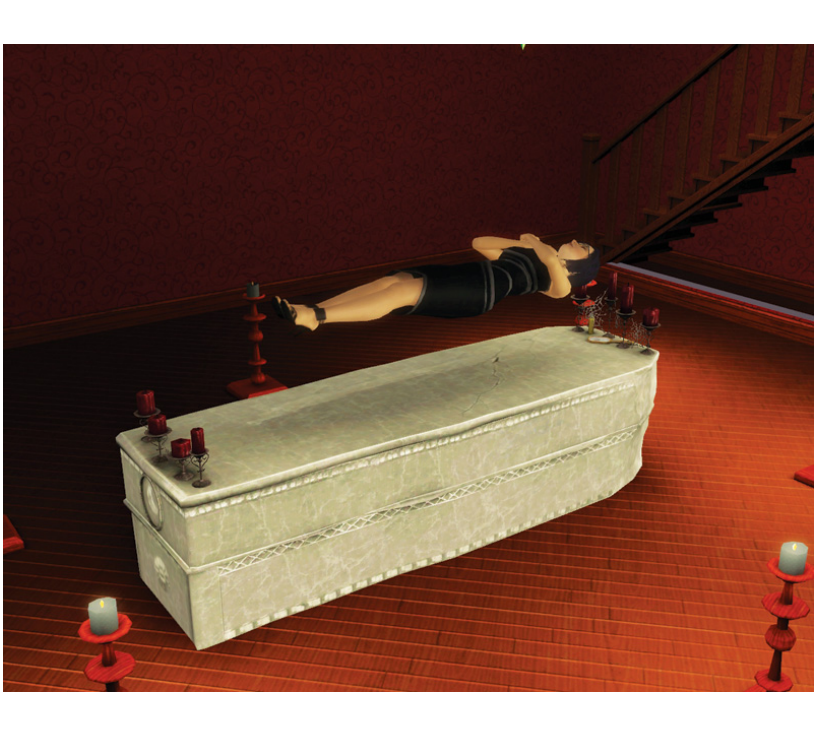
If you have played The Sims games before, you know that most objects can be used (and abused) by Sims—in fact, that's usually the point of putting an object on your lot. It should serve a function.

Some objects have no function beyond boosting a room's environmental score and giving Sims the Decorated or Nicely Decorated moodlets.

Other objects have interactions that provide learning or entertainment or satisfy a need. These objects and their interactions are detailed in this section of the object catalog.

To see what interactions are available on an object, just left-click on it. A radial menu appears. Click on an interaction to add it to the action queue in the screen's upper-left corner.

Vampiric Sanctum



The Altar Bed functions just like a normal bed selection, except this one was crafted specifically for vampires. When a vampire lies on it, he or she sleeps above the cover in a classic arms-folded vampire position.

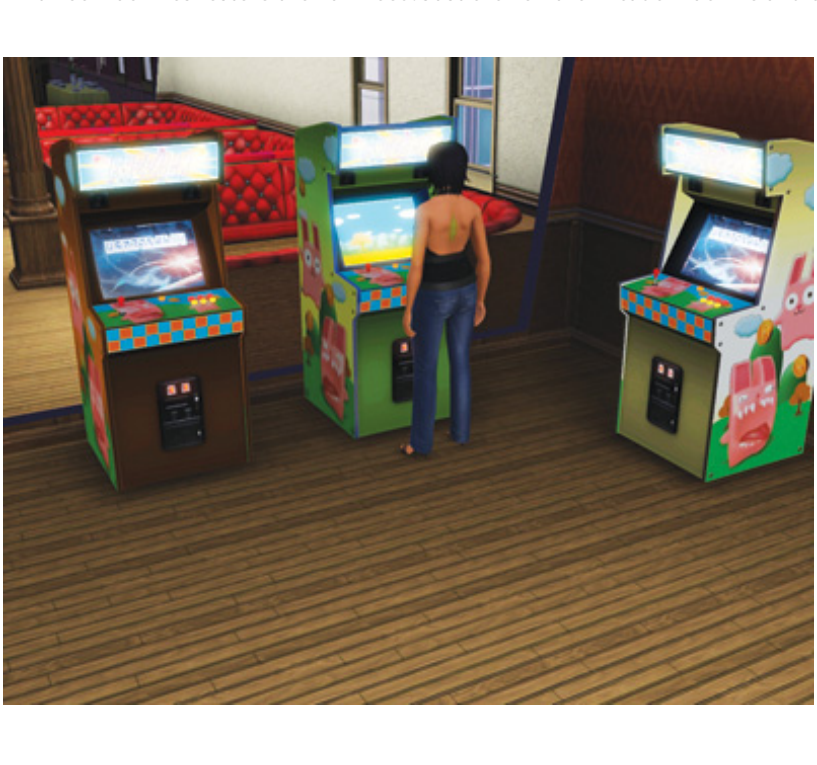
Flickering candles indicate the vamp is getting some much-needed slumber, hopefully during the daytime when their abilities have been significantly weakened.

Arcade Machine

Remember the glory days of the arcade? Well, they're back in Late Night. Now you can find arcade cabinets around town or install them in your own home.

There are three different games: Freezer Bunny Adventures, Darwin's Revenge, and Synesthesia.

All three machines restore the Fun need. Just click on the Arcade Machine and choose the Play interaction to get started.



Now, as indicated in the New Simology chapter, there is a hidden skill associated with the Arcade Machines. The longer a Sim plays, the better they become at the games.

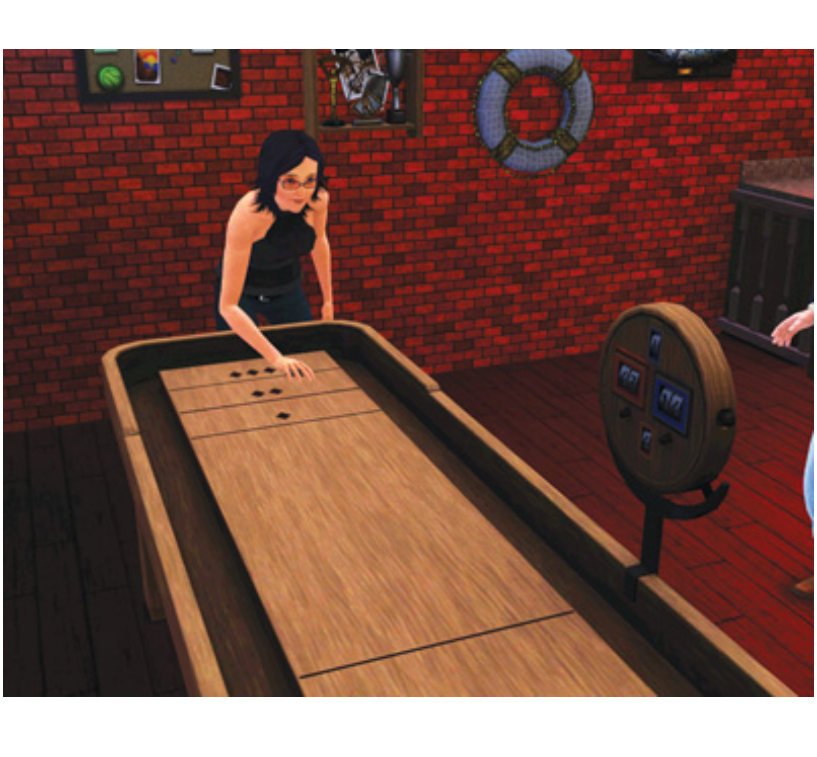
There are three stages of development. At first, Sims don't fare so well and suffer fits of frustration.

Over time, these fits give way to excitement at arcade mastery. And when the player is at the maximum arcade skill (there is no entry in the Skill Panel to track this, though), they have frequent celebrations of their hard-core gaming prowess.

Note

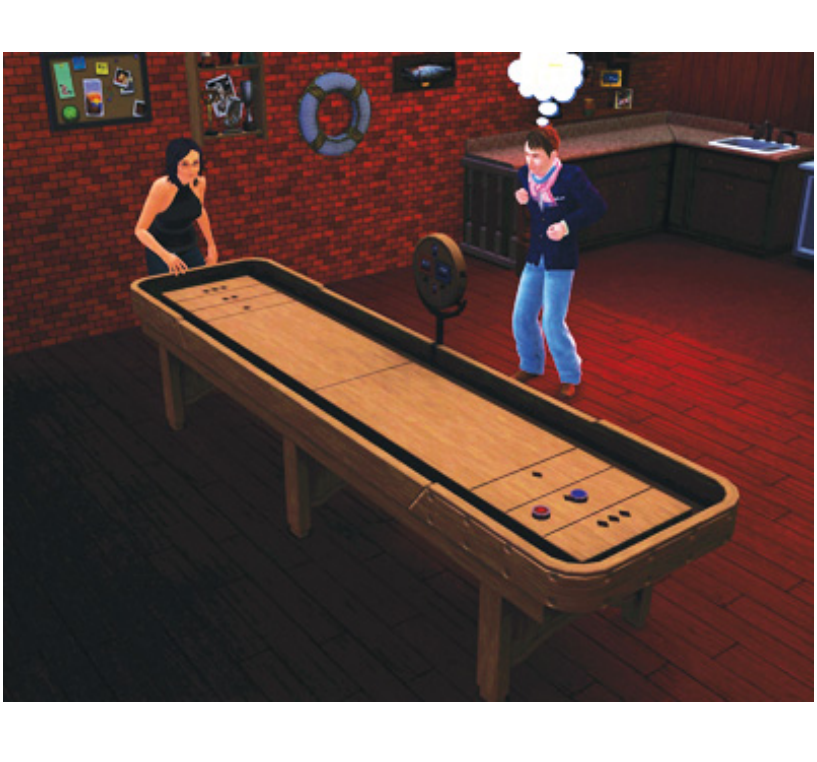
The longer you play and the better you become at the Arcade Machines, the more other Sims crowd around to share in your success.

McShufflin' Shuffleboard Table



Shuffleboard is a brand new entertainment object in Late Night. It's similar to a foosball table in that multiple Sims can play against each other to have fun and build their relationships.

In the case of shuffleboard, up to four Sims may play at the same time, taking turns. Sims may also watch shuffleboard, which is fun—but not nearly as much fun as actually playing.



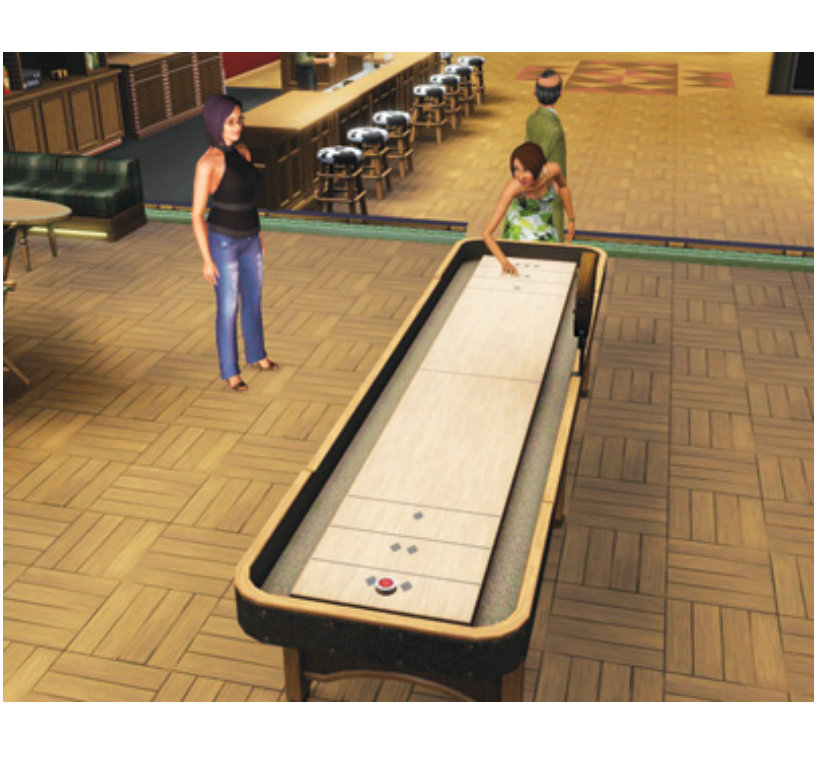
Shuffleboard is a great way to get to know fellow bar patrons and possibly strike up new relationships.

At first, it's best to step up to a table and use the Practice interaction so your Sim can get used to the game without the extra worry of real competition.

Like the Arcade Machine, shuffleboard has a hidden skill attached to it. Practice starts building that hidden skill.

While practicing, the Sim pushes the pucks around the table, setting up shots and blocks.

After a while, try out an actual game with the Play or Join interactions—you may also use these interactions with other Sims to begin a multiplayer match.



During actual play, Sims split into two teams, trading moves and blocks. During play, every involved Sim (including onlookers) enjoys a Fun boost. Only the players, though, receive the relationship benefits and Social need fulfillment.

Sims that play together receive Friendly short-term relationship boosts that can even transfer into long-term benefits.

Black Lights

Who doesn't love black lights? (Well, other than guys who don't wash their pants regularly enough...) These special lights operate just like normal lights in a house or community lot, but emit a purple glow that can cause nearby objects to give off a cool glow.

These are excellent additions to a younger Sim's room, a home bar, or band stage.

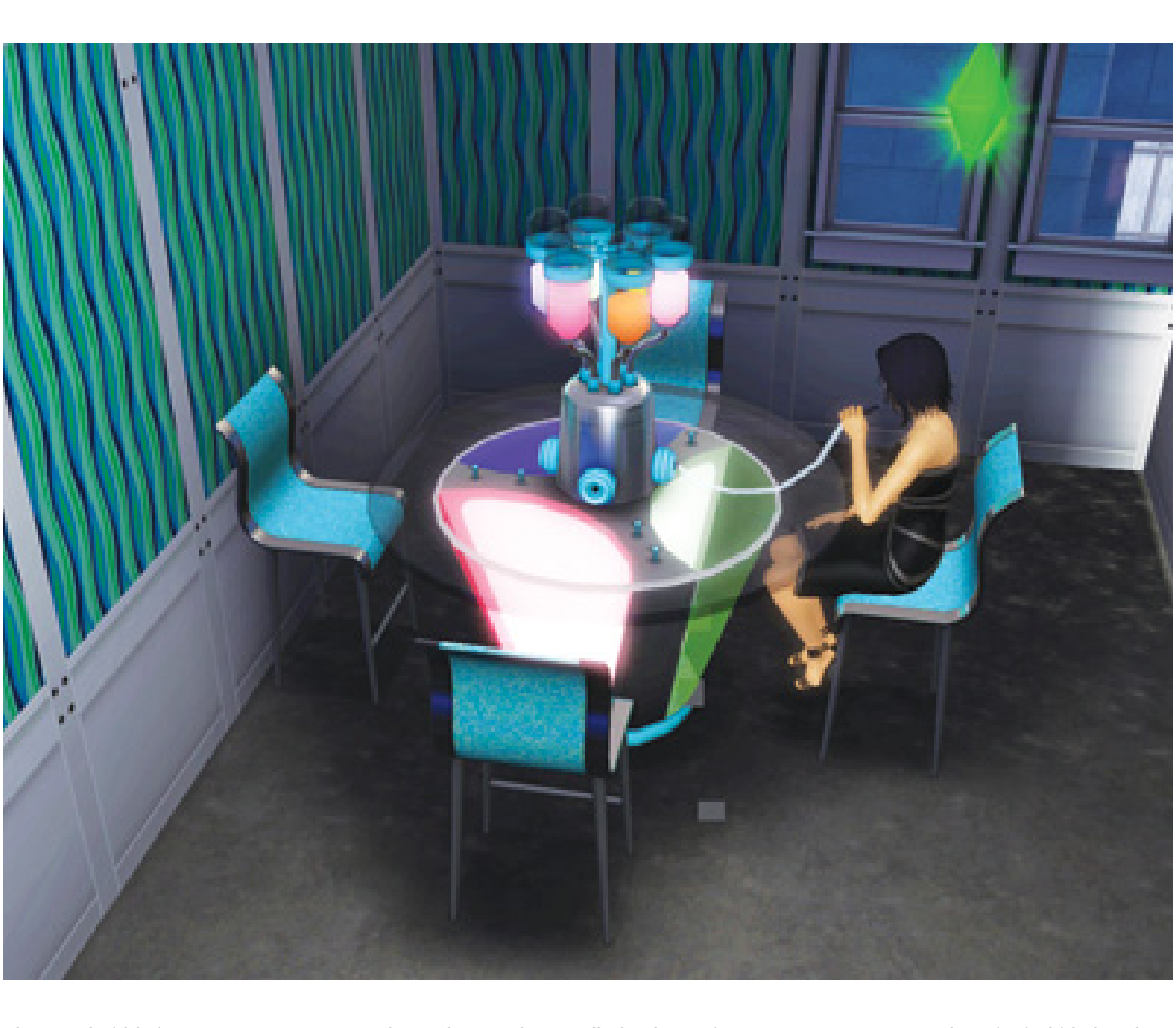
Note

Coward Sims receive the negative Afraid of the Dark moodlet when around black lights.

Tip

Just so you know, every light in Late Night can be toggled so it operates as a Black Light. But there are dedicated Black Lights in the catalog.

Bubbluscious Bubble Bar



The new bubble bar is an entertainment object that can be installed either at home or on a community lot. The bubble bar does precisely what the name implies: It's a place for Sims to step up and blow bubbles.

Naturally, this satisfies the Fun need. Up to four Sims may play with a bubble bar at the same time, which also addresses the Social need. The bubble bar requires maintenance, though.

You must refill the bubbles from time to time, which costs just a few Simoleons.

Note

You must have at least one stool positioned at the bubble bar so your Sims can sit down and play with it.

The price of the bubbles is based on what type you select for the machine. There are six bubble flavors. Each flavor inspires a specific moodlet:

Mint: Minty Breath

Strawberry: Social Strawberry

Cotton Candy: Sugar Rush

Banana: Banan-ahhhhh

Chocolate: Chocolate Chuckles

Pineapple: On the Beach

Tip

The Social Strawberry moodlet increases the chance that a target Sim will respond favorably to all non-romantic socials. Jokesters love the effects of the Chocolate Chuckles moodlet.

This increases the likelihood that a humor-based social will amuse the target Sim.

The bubble bar also has an attached hidden skill. The longer you play with the bar, the more you develop the skill.

Though you cannot actually track the levels through the Skill Panel, you can use the bubble shapes to determine the current skill level:

Round: Levels 1–2

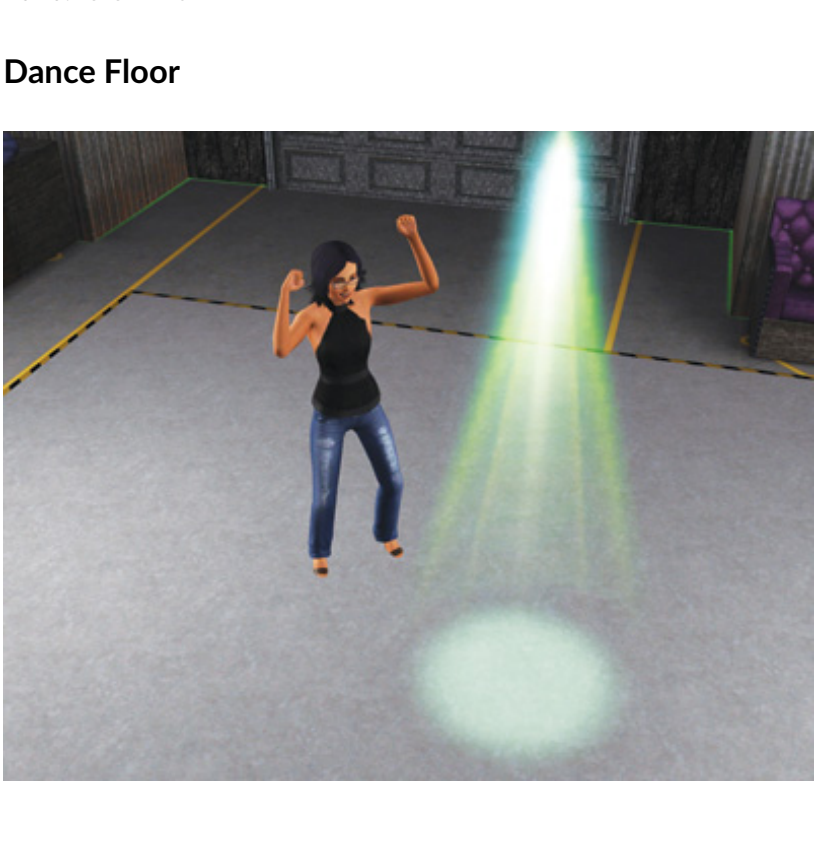
Heart: Levels 3–4

Star: Levels 5–6

Plumb Bob: Levels 7–8

Llama: Level 9–10

Dance Floor



In The Sims 3 base game, you could groove along with stereos and other music sources, but now you have a dedicated dance floor for cutting a rug.

Sims prefer to dance on the dance floor rather than any other place and will move toward it if the opportunity to dance is presented.

Tip

Dancing fulfills the Fun need and is a great way to be social at a party or club. Sims can also have Fun with the Dance on Counters interaction.

Note

Dancing is a hidden skill in Late Night. The more a Sim dances, the better they become at it. At first, they are rather clumsy and frequently humiliate themselves with botched moves. But over time, the really get their groove on.

Dartboards

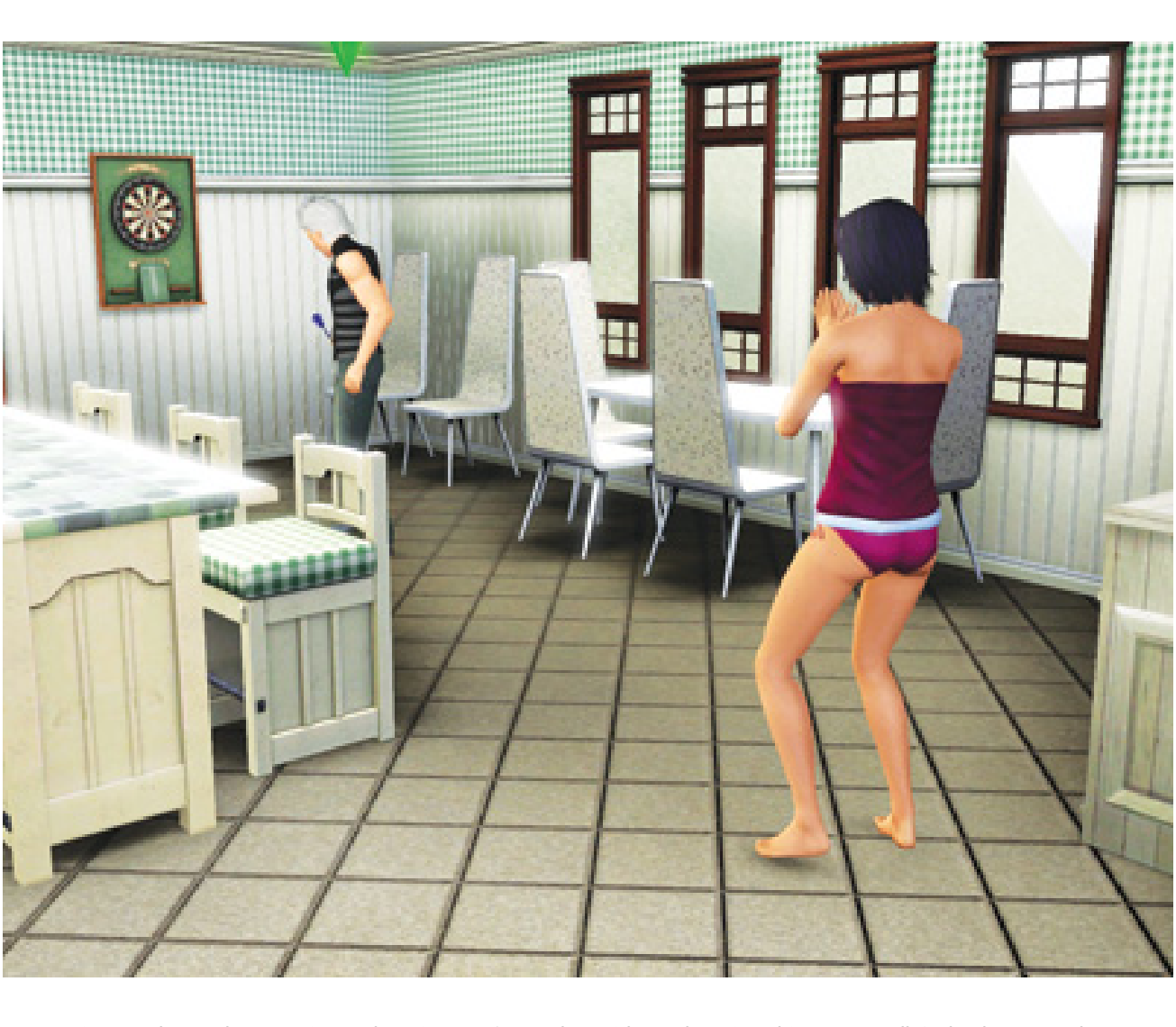
The dartboards are another fun activity that Sims can either play alone or with another Sim to be social. Darts are not entirely unlike chess. You really need to practice to be good at it.

The Throw interaction is essentially like practice because you play alone, just to satisfy the Fun moodlet. At the same time, you also begin developing the hidden dartboard skill.

The higher this skill, the greater the chance of winning in a competitive game.

Tip

Certain traits influence the outcome of a darts game. Athletic, Lucky, Party Animal, and Disciplined (World Adventures trait) Sims have a greater chance of winning. Unlucky, Loser, and Couch Potato Sims are more likely to fail



After trying out darts, why not Join another Sim or offer to Play With another Sim. This starts a full-fledged game of darts where every throw is graded—good, OK, bad—and the final score determines a winner.

Each player gets to make three throws. Spectators may cheer or boo (Mean or Evil Sims love to boo) while they observe the game.

Note

There are two models of the dartboard. The more expensive model, Bull's-Eye ElectroPro 900 Dartboard, provides more Fun than the cheaper object.

Tip

Before placing a dartboard on your lot, make sure you have enough space. You need several squares of empty space in front of the dartboard.

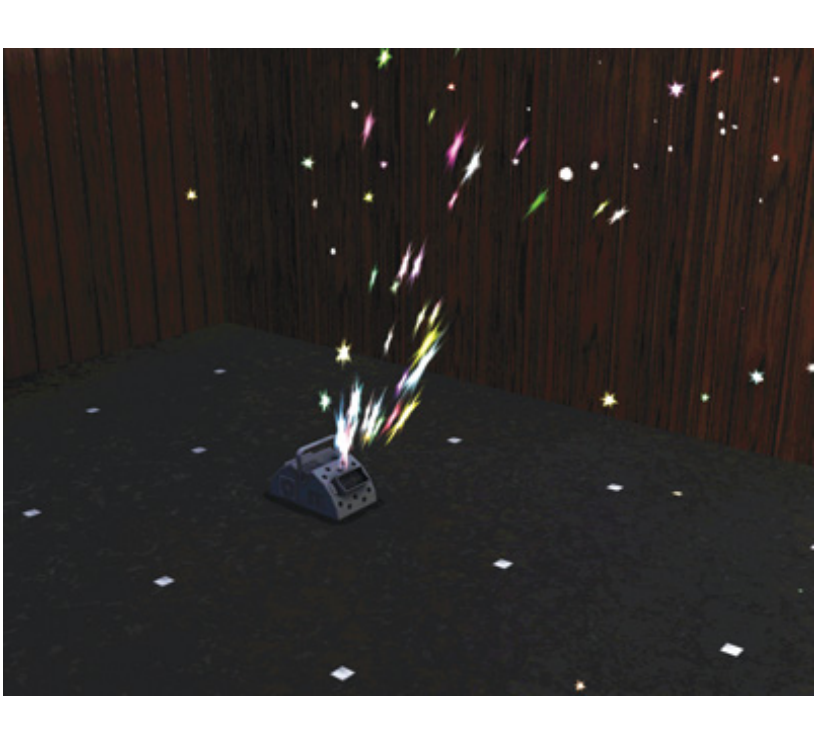
Handy Sims (at level 7) can upgrade the expensive ElectroPro 900 Dartboard so it never forgets them and makes sure they never lose.

However, there is a small chance that other Sims will spot the ruse and get the negative Cheated moodlet, which sours the relationship a little.

Note

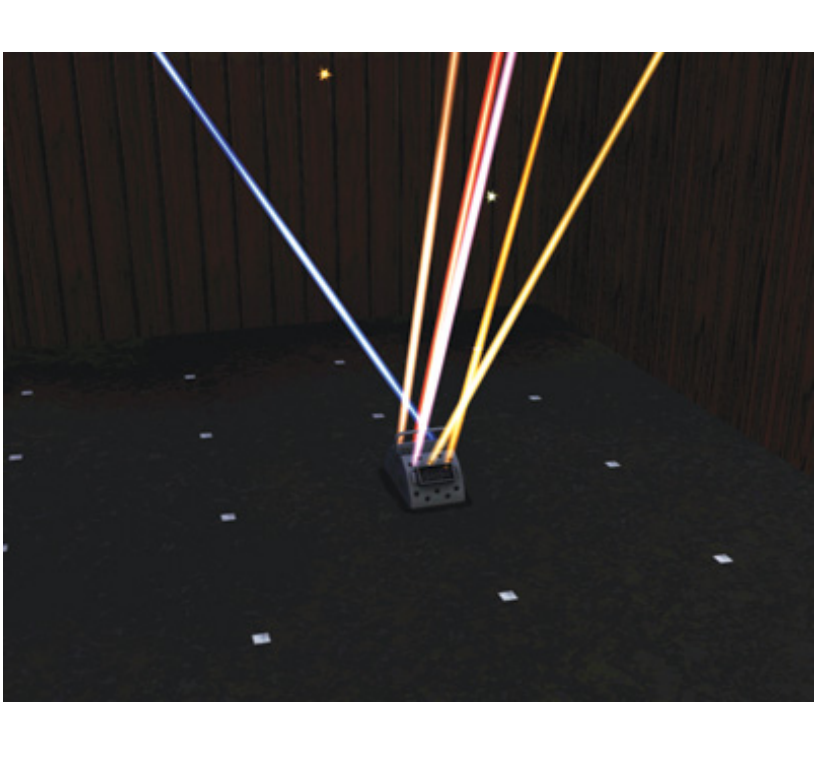
Do you have World Adventures? Sims with the Martial Arts skill have a fun Kung Fu throw.

Effects Machine



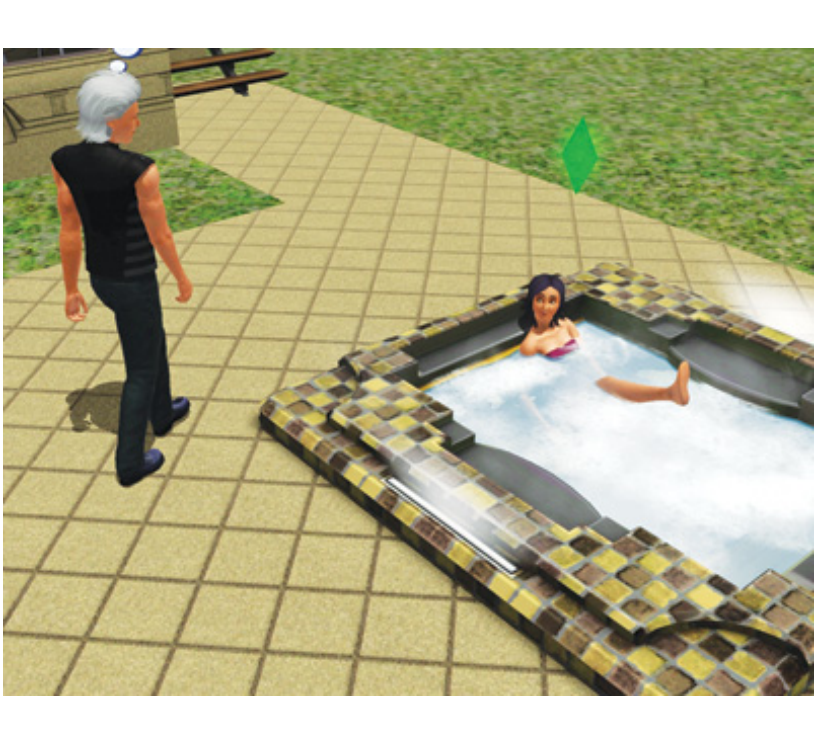
The brand new Party FX Machine 5950 is constructed especially to liven up bars and clubs. You can install one of these machines on your lot and then manipulate it to create fun, exciting effects in the immediate area around the object.

The machine can produce fog, bubble, fire, snowflakes, confetti, sparks, and lasers. You do not need special lenses, cartridges, or other doodads to change out the effects. All effects are available in the object from the moment you purchase it.



Everybody loves lasers. Everybody.

Hot Tub



One of the most exciting new objects in Late Night is the hot tub. There are two models. The more expensive Serenity model holds six Sims, while the cheaper Maelstrom model can accommodate only four Sims at the same time.

Hot tubs may be placed either inside or outside a building. Play around with placement on your lot. Place it outside to enjoy the breeze and hopefully get one of the Vista moodlets, especially with Sims that like the outdoors.

Or place it inside to create a den of scandalous behavior (or at least the impression of being a scoundrel).

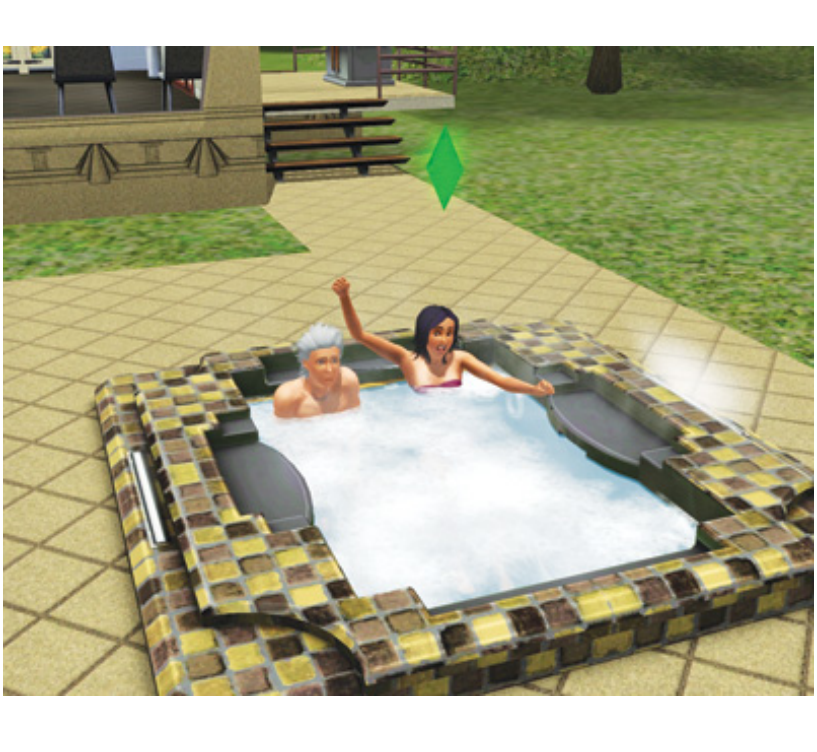
Hot tubs satisfy the Fun need. They also affect mood. If Sims are Fatigued, Stressed, or Sore, a good soak can wash away the negative moodlet. And while soaking, Sims receive the Ooo Bubbles moodlet, which is positive.

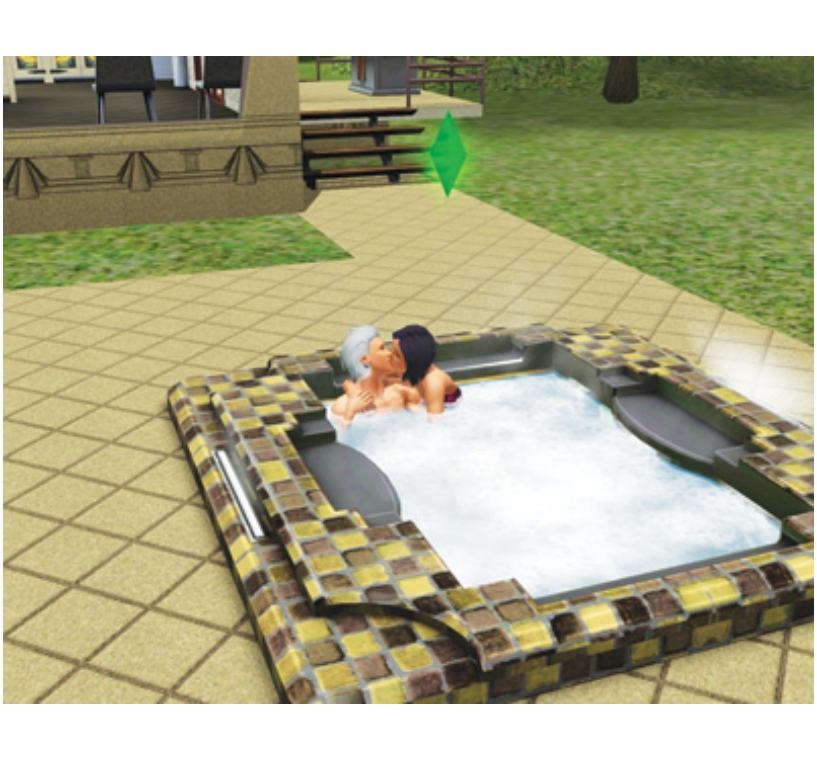
Note

Every hot tub has a slot for a stereo. Place a small stereo in the slot so you can have music going while soaking, which is also a mood booster.

Tip

Your Sim can also Splash in the water for a small Fun boost."

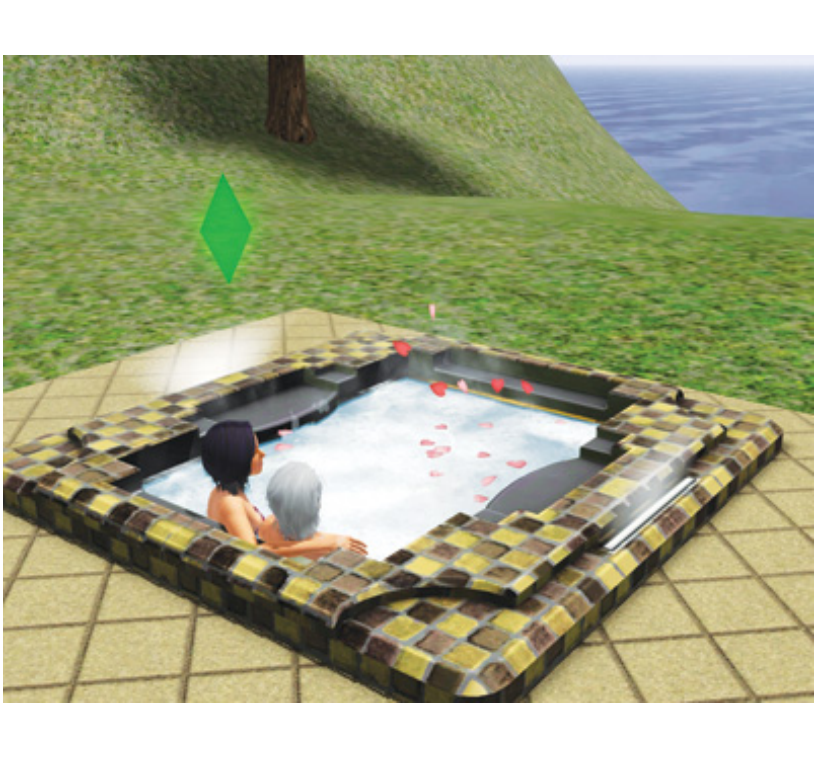




Never underestimate the romantic power of a hot tub, When you have another Sim in the tub with you, there is a good chance you may be able to make a move on them without already having the necessary romantic relationship.

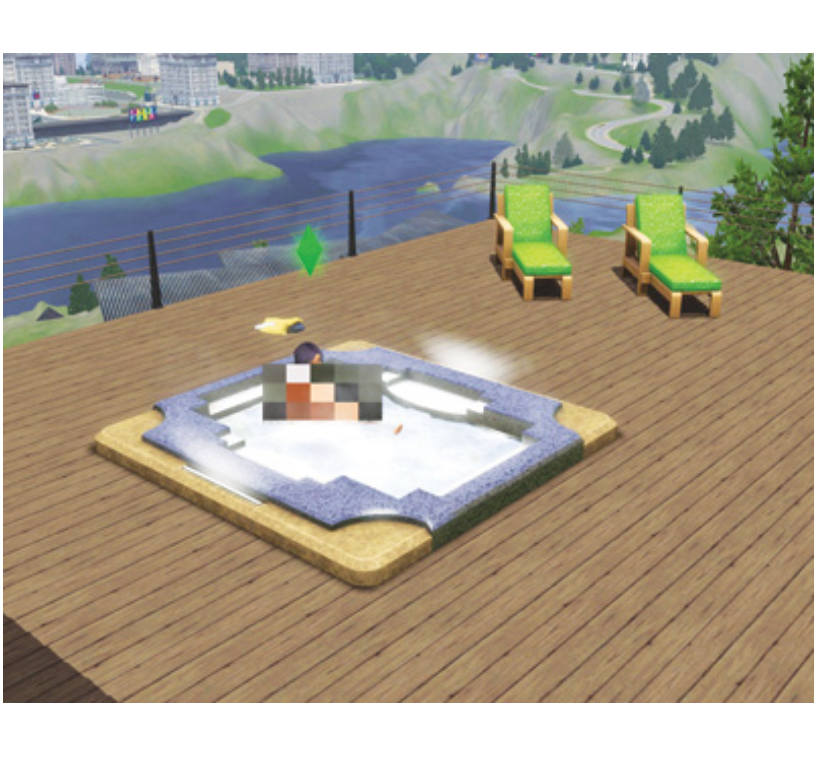
Use the Make Move interaction to lean in and go for it. Your Sims slides closer and makes an attempt to cuddle.

If the other Sim accepts, you start to cuddle, which boosts the romantic relationship between the two. If you fail, the other Sim may splash you away. Worst case scenario: You slip and hit your head, completely turning off the target Sim.



While in the hot tub, you can also make attempts on another Sim with a Kiss interaction or WooHoo.

If you try to WooHoo in the hot tub while other Sims are present, you will automatically Shoo them away. WooHoo-ing in the tub adds Social, Fun, and boosts the relationship.



Guess what else you can do in a hot tub? Skinny dip! You can skinny dip alone with no concerns. But if you try it with other Sims in the tub, you run the risk of freaking them out.

There is a chance some will stay and even peel off their swimwear, too. But you may upset a Sim you do not have a good relationship rating with, causing them to cover their eyes.

This negatively affects the relationship. Skinny dips in the hot tub provide an extra degree of Fun.

Note

Is an undesirable somebody trying to get into the hot tub with you? Use Shoo to make them scat.

Tip

Not only can you WooHoo in a hot tub, you can also Try for Baby. If the act results in a pregnancy, there is a chance the resulting baby will receive either the Party Animal or Hydrophobic traits, or both.

Caution

Babies, toddlers, and children may not use the hot tub. Pregnant Sims must stay out, too.

Caution

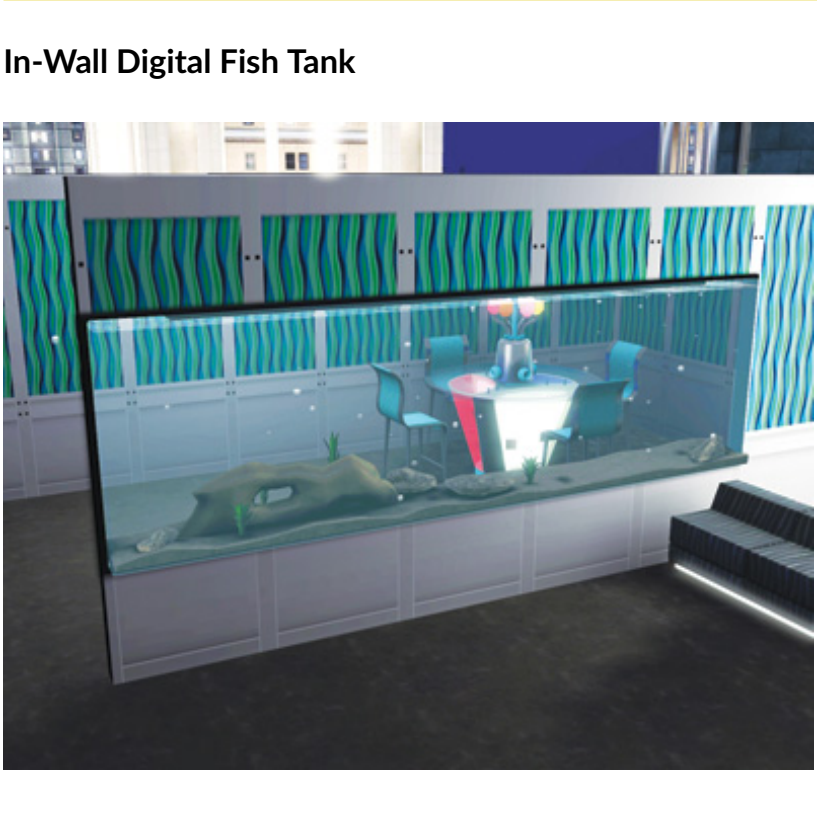
Skinny dipping is also completely disabled if there are any Sims aged Teen or younger on the lot.

Brownie Bites

Handy Sims can tinker with and upgrade the hot tub. There are two hot tub upgrades. Unbreakable prevents the tub from ever breaking down and requiring a service visit.

The Improve Jets upgrade gives the hot tub jets a smoother purr, thus making the Ooo Bubbles moodlet even more positive.

In-Wall Digital Fish Tank



The In-Wall Digital Fish Tank is a new way to enjoy a fish collection without having a bunch of glass bowls around your lot. Once you place this digital tank on the wall, use the Stock interaction to place fish "inside" it.

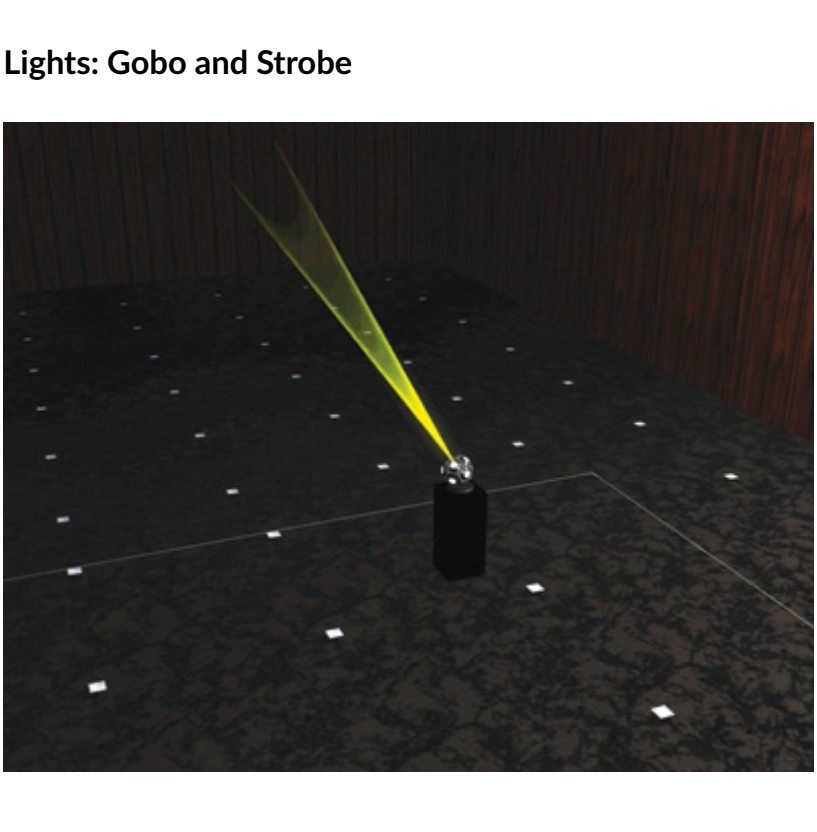
You may choose from a variety of fish and program them to swim around the screen. You can only have a few fish in there at a time, so use Remove to swap out digital fish.

You can even feed the digital fish. However, instead of sprinkling food into the tank, you use a remote control to zap some food into the screen. The fish then nosh on their digital nibbles before returning to their programmed state of frolic.

Tip

Benefits of the digital fish tank? No mess. And digital fish never die.

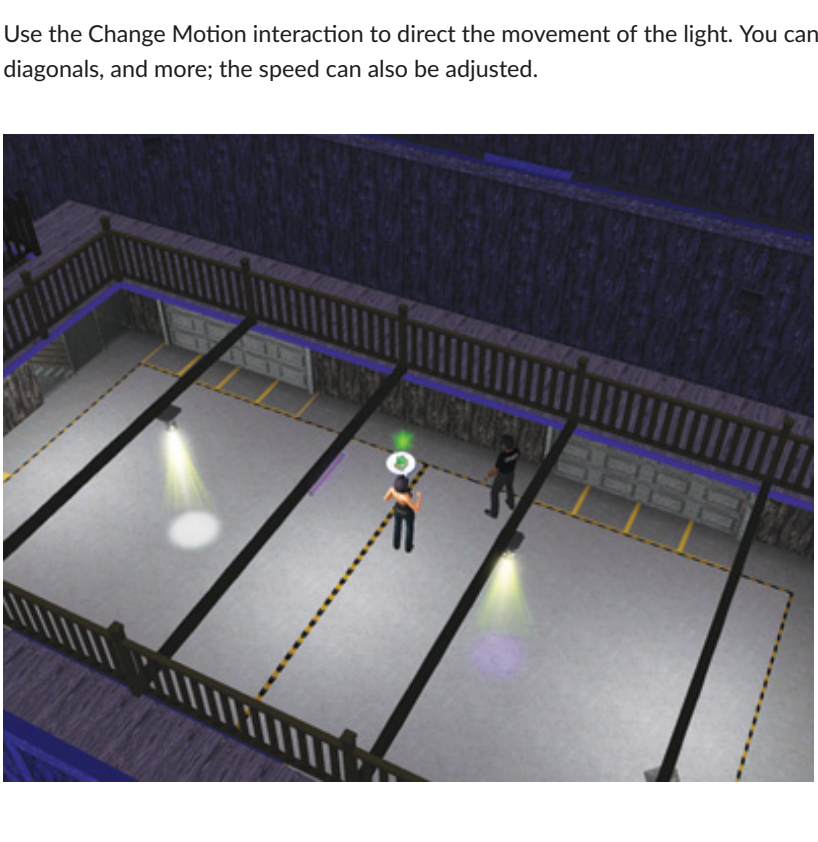
Lights: Gobo and Strobe



Late Night rolls out many needed lamps and fixtures, but two new categories of lights are designed to make clubs and bars more dynamic: Gobo Lights and Strobe Lights.

The Gobo Light comes in several shapes and sizes and may be placed on a pedestal, wall, or ceiling. Gobo Lights have several patterns you may try out, splashing them around a room to brighten up the place.

Use the Change Motion interaction to direct the movement of the light. You can throw the gobo patterns in waves, circles, diagonals, and more; the speed can also be adjusted.



Gobo Lights have multiple colors, which you can change through a simple interaction.

Strobe Lights flicker on and off at rapid paces, which can turn scenes into fascinating real-life slide shows.

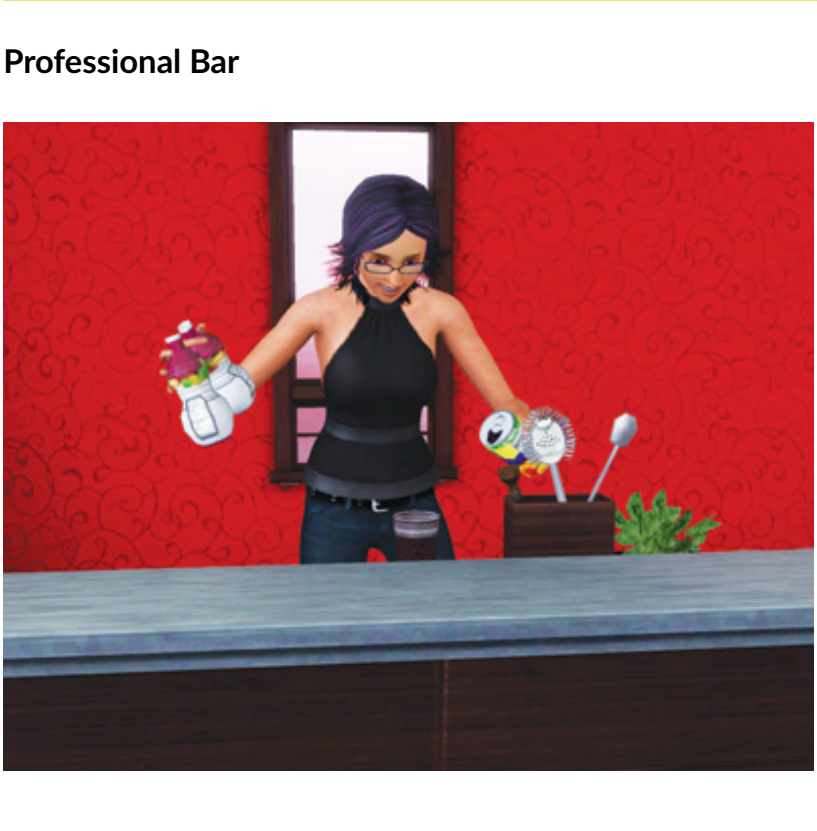
The pop of a strobe light really blasts out the colors in a room, turning a club or bar into a unreal scene. You can adjust the flash rate of a strobe, too.

Experiment with both of these new lights to create cool, fun clubs on community lots or in your very own home.

Note

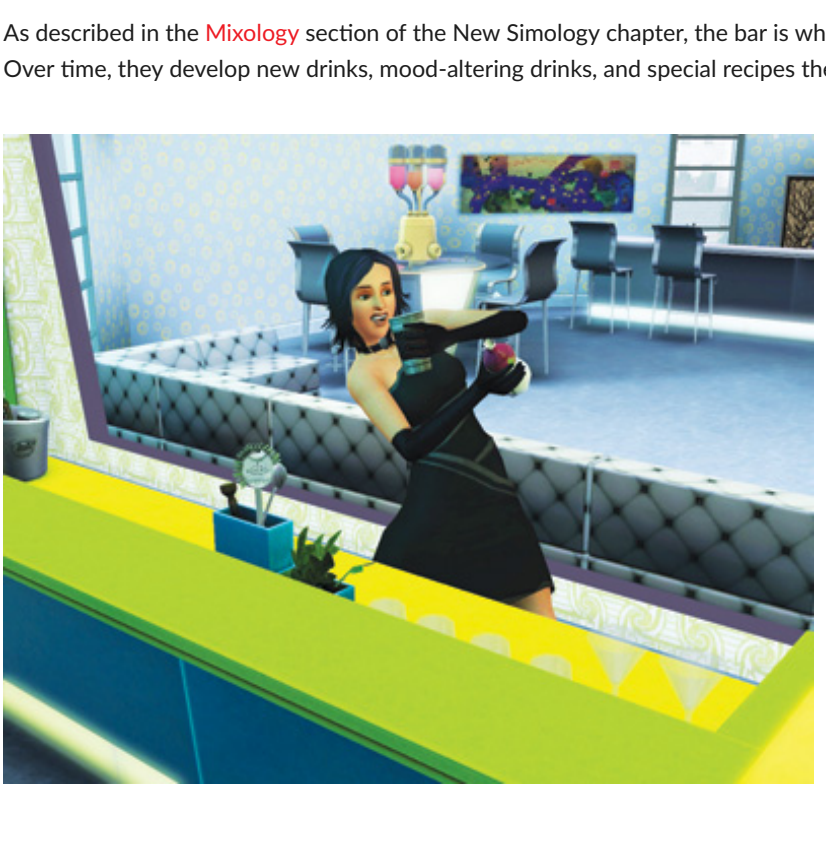
You turn these new lights on and off just like traditional lights; use the Turn On, Turn Off, and Auto interactions.

Professional Bar



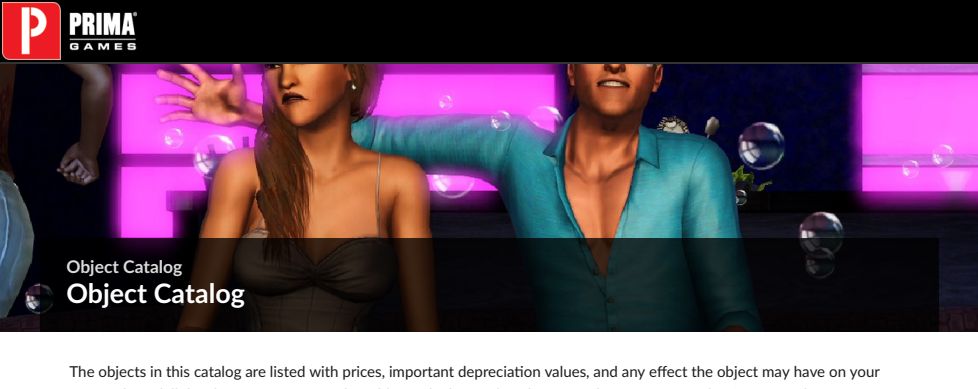
The two new professional bars are expensive upgrades of the originals found in the base game, but are perfectly suited for developing the new Mixology skill.

As described in the Mixology section of the New Simology chapter, the bar is where Sims go to practice making beverages. Over time, they develop new drinks, mood-altering drinks, and special recipes they can name after other Sims.



The professional bars are typically found in clubs and lounges around Bridgeport.

Not only can you step up and order a drink from the bar, but you can also jump behind it for a few hours and moonlight for extra dough and skill development time.



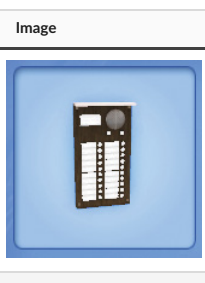
Object Catalog

Object Catalog

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim, such as skill development or if a need is addressed. The catalog also notes the environmental rating of an object, so you know if placing it in a room will indeed help boost your chances of receiving one of the beneficial Decorated moodlets.

New Objects

Alarms

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Callbox	895	89.5	358
	Callbox	895	89.5	358

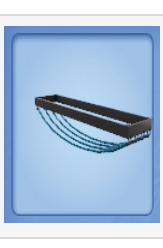
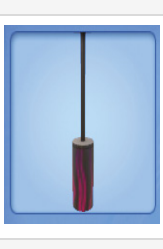
Kitchens

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Energy	Cooking
	Elitissimo At-Home Barista	1,800	180	720		4	
	Streamlined Stove	1,850	185	740			x
	Fridge of the Future	3,000	300	1200	8		

Sinks

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hygiene
	Brash Bowl	75	7.5	30		2
	Industrial Sink	500	50	200		6
	New Loew's Sink	500	50	200	2	4

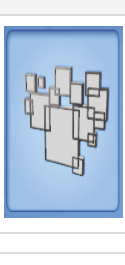
Lights

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Scintillating Flourescent Tube	60	6	24	
	Insignia Neon Sign	65	6.5	26	
	Light Wave	140	14	56	2
	Wall Black Light	110	11	44	
	Illuminated Icicles	250	25	100	1
	Floor Black Light	110	11	44	2
	Haute Heat Lamp	650	65	260	3
	Beautiful Bevels Hanging Light	70	7	28	1
	Ceiling Black Light	110	11	44	1
	Light Catcher by Ice Lighting	175	17.5	70	8
	Two-Toned Pendant by Ginter Luminous	200	20	80	
	Elliptical Luminosity	250	25	100	
	Stem Chandelier by Ice Lighting	250	25	100	1
	Bulbous Bulbs	280	28	112	3
	Z Light by Ice Lighting	300	30	120	
	Plattered Light	350	35	140	4
	Super Spotlight	350	35	140	2
	Fiery Glow Light	45	4.5	18	

Bathroom

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Bladder
	Common Commode	115	11.5	46		10
	No Hassle Urinal	0	0	0	3	10
	Soaporific Cleanliness Device	15	1.5	6	2	
	Tombo's Impartial Toilet Paper Roll	20	2	8	2	
	Potty Protector Dispenser	25	2.5	10	2	
	Endless Towel Roll	35	3.5	14	2	
	Precious Soap Pump	65	6.5	26	4	
	Pragmatic Pile of Plushness	115	11.5	46	4	

Mirrors

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun	Charisma
	Fuzzy Reflections Mirror	70	7	28	2	3	x
	Con-Cave-Curves Mirror	400	40	160	3	3	x
	Mirror of a Thousand Faces	500	50	200	3	3	x

Counters

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Modernosity Overhead Cabinet	375	37.5	150	1
	Modernosity Counter Island	400	40	160	1
	The Dive Counter Island	225	22.5	90	1
	The Duke Counter Island	225	22.5	90	1
	Modernosity Counter	375	37.5	150	1

Clocks

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Clock d'Arte	25	2.5	10	2

Beds

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort	Energy	Stress Relief
	Vampiric Sanctum	2,500	250	1000	3	2	8	
	Ultimate Bungalow Bed	4,000	400	1600	6	3	10	4

Plants

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Belle of the Ball Arrangement	700	70	280	4

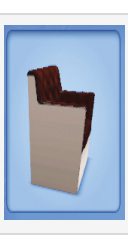
Dressers

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Dresser of Holding	975	97.5	390	6

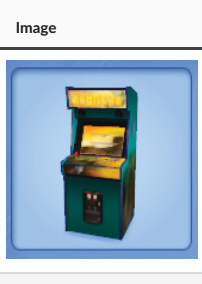
Wall Decor

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Delightful Café Menu	150	15	60	7
	Bombshell Bette	325	32.5	130	3
	Gap at the Edge of the World	425	42.5	170	4
	Friday Flying Kite by Nick D.	975	97.5	390	5
	Pixel Still-Life No. 3 by Mondritron	1,400	140	560	8
	Toothbrushimus Maximus	1,650	165	660	9

Chairs & Sofas

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort
	Contraffatti Extra Grande Club Chair	175	17.5	70	1	2
	Slivingchair by Yang3D	350	35	140	1	2
	Foxworthy Modern Club Chair	800	80	320	2	3
	Dive Seating	100	10	40		
	Custer's Sectional Lounge Seating	200	20	80		
	Slovechair by Yang3D	450	45	180		1
	Club SoVino Patio Loveseat	475	47.5	190		2
	The Data Lounger	750	75	300	2	2
	SLofa by Yang3D	1,700	170	680	4	2
	Classy Dining Chair	300	30	120		3
	Club SoVino Patio Lounger	800	80	320	4	2

Video Games

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun
	Darwin's Revenge	1,500	150	600	7
	Freezer Bunny Adventures	1,500	150	600	7
	Synesthesia	1,500	150	600	7

TVS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Cooking	Athletic	Gardening
	Hang Anywhere Crystal TV	4,000	400	1600	8	x	x	x
	Artscreen TV	5,000	500	2000	8	x	x	x

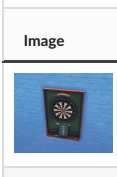
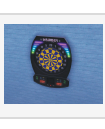
Tables

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	M0nolith 3nd 7able	200	20	80	
	Custer's Sectional Lounge Seating Table	100	10	40	
	Dive Seating Table	100	10	40	
	Fork Side Table	400	40	160	2
	Conversation Coffee Table	450	45	180	3

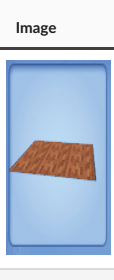
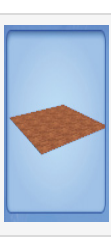
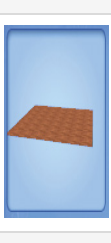
Bars & Stools

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort	Fun	Mixology
	Unobtrusive Bar Stool	150	15	60		1		
	Arga Stool XR	400	40	160		1		
	Professional Bar Dive Edition	1,700	170	680	4		7	x
	The Duke Professional Juice Bar	2,000	200	800	4		7	x

Indoor Activities

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun	Group Activity
	Classic Master Darter	750	75	300		5	x
	Bull's-Eye ElectroPro 900 Dartboard	1,500	150	600		5	x
	McShufflin' Shuffleboard Table	2,200	220	880			
	Gobo Light Mania (Small Ceiling Corner)	415	41.5	166			
	Gobo Light Mania (Small Ceiling Wall)	415	41.5	166			
	Gobo Light Mania (Small Ceiling)	415	41.5	166			
	Gobo Light Mania (Small Floor Corner)	415	41.5	166			
	Gobo Light Mania (Small Floor Wall)	415	41.5	166			
	Gobo Light Mania (Small Floor)	415	41.5	166			
	Gobo Light Mania (Large Ceiling Corner)	475	47.5	190			
	Gobo Light Mania (Large Ceiling Wall)	475	47.5	190			
	Gobo Light Mania (Large Ceiling)	475	47.5	190			
	Gobo Light Mania (Large Floor Corner)	475	47.5	190			
	Gobo Light Mania (Large Floor Wall)	475	47.5	190			
	Gobo Light Mania (Large Floor Wall)	475	47.5	190			
	Gobo Light Mania (Large Floor)	475	47.5	190			
	Kickin' Strobe Light	500	50	200			
	Party FX Machine 5950	600	60	240			
	Bubblicious Bubble Bar	1,550	155	620	4	6	

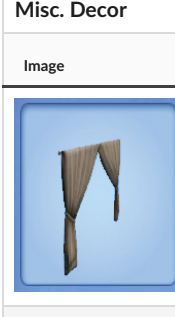
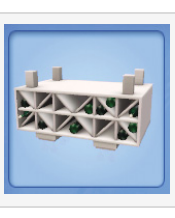
Hobbies & Skills

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Guitar	Instrument
	Get Up, Get Down Dance Floor (Small)	275	27.5	110			
	Get Up, Get Down Dance Floor (Medium)	325	32.5	130			
	Get Up, Get Down Dance Floor (Large)	400	40	160			
	Prudence Pennypincher's Portable Piano	700	70	280			
	Shibata String Bass	750	75	300	2	x	x
	Marvin Beats Drum Kit	875	87.5	350			x
	Schnadahupfl Virtuoso Grand Piano	5,000	500	2000			x

Bookshelves

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun	Charisma	Cooking	Handiness
	Precarious Shelving	500	50	200	5	3		x	x

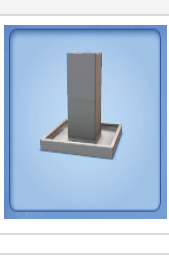
Misc. Decor

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Caftan Curtain	545	54.5	218	3
	Simply Dogwood	170	17	68	3
	Blue Cheese Corp. Neon Sign	500	50	200	2
	Rockerville Neon Sign	500	50	200	2
	TechnoShark Neon Sign	500	50	200	2
	Nectar Nest	225	22.5	90	2
	Jazzy Tunes Neon Sign	300	30	120	2
	Twisting Fingers	400	40	160	4
	Twinbock Tavern Sign	500	50	200	2

Outdoor Activites

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	The Maelstrom Hot Tub	6,500	650	2600
	The Serenity Hot Tub	12,000	1200	4800

Outdoor Decor

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	City Fire Hydrant	150	15	60	
	Vertical Rivers Fountain	2,700	270	1080	9
	The Glimmeresque by Merwyn	3,500	350	1400	9

Trees & Bushes

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Very Tall Fir Tree	200	20	80	2
	Scotch Pine Tree	270	27	108	3
	Young Maple Tree	350	35	140	4

Existing Objects

Existing Objects

All objects from *The Sims 3* base game can be used in *Late Night* . The functionality of the objects is not affected, but knowing their usefulness and ratings will help you plan your Bridgeport lifestyle.

Living Room Objects

SOFAS & LOVESEATS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort
	The Cuddler Loveseat	225	22.5	90		1
	Big Sky County Couch	335	33.5	134		1
	Power of Loveseat	350	35	140		2

	The Prim and Proper	400	40	160		2
	Super Sunshine Happy Sofa	450	45	180		2
	The Plutonic Loveseat	695	69.5	278		2
	El Sol Sofa by Gunter	750	75	300	2	2
	The Matchmaker	795	79.5	318	2	3
	Sofa LE	895	89.5	358		2

	Catharti-Couch	900	90	360		2
	Patata del Sofa	915	91.5	366		2
	The Suitable Sofa	925	92.5	370		2
	Sofa Souffle	985	98.5	394	3	3
	Sofa Sonata	1,100	110	440	3	2
	The Dromedary	1,200	120	480	3	3

LIVING ROOM CHAIRS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort
	The Savannah	115	11.5	46		1
	Lazy Lounger	225	22.5	90		2
	The Avant	375	37.5	150	2	2
	Swank Living Room Chair	450	45	180	2	2
	Passable Mission Chair	660	66	264	2	3
	The Olafian	695	69.5	278	2	3

	Bracken Living Room Chair	900	90	360	2	3
	Pete's Living Room Chair	1,000	100	400	2	3

ALARMS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Panic Rouser Fire Alarm	100	10	40
	Thief-Tech's Gotcha! Burglar Alarm	250	25	100

TVS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Cooking	Athletic	Gardening	Fishing	Group Activity
	Old Timey Tele	200	20	80	3		x			x
	Channel Trowler 27" Deluxe TV	500	50	200	4	x	x			x

	UberVision Panoramic from Landgraab Industries	1,200	120	480	5		x	x	x
	36" HiFi Plasmondo TV from Landgraab Industries	3,500	350	1400	6	x	x	x	x
	WallVuu Standard TV	8,000	800	3200	8				

VIDEO GAMES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun
	Maxoid Game Simulator 2 1/2	750	75	300	7
	SimLife Googles	9500	950	3800	10

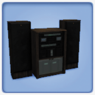
COFFEE TABLES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Two-Ton Table	90	9	36	
	Old Timer's Coffee Table	125	12.5	50	

	The Mission Coffee Table by Lulu Designs	150	15	60	
	Roman Coffee Table	185	18.5	74	1
	The Larger Mission Coffee Table by Lulu Designs	245	24.5	98	1
	Isometric Table	265	26.5	106	1
	Case Closed Coffee Table	285	28.5	114	2
	Literal Coffee Table	300	30	120	1

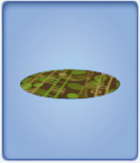
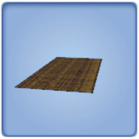
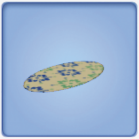
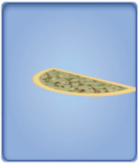
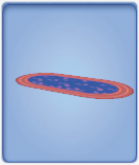
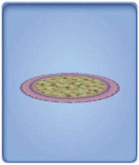
	Decaf Coffee Table	325	32.5	130	1

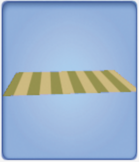
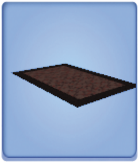
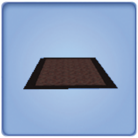
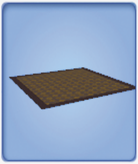
AUDIO

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Athletic	Group Activity
	Audio Lite by LoFi Audio	150	15	60	3	x	x
	18 Disc Stereo System from Albacore Audio	475	47.5	190	3	x	x
	85g Audio Explosion from Landgraab Industries	1800	180	720	3	x	x

RUGS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Poor Man's Half-Round Rug	30	3	12	2

	The Saxony	35	3.5	14	2
	L7 Rug	50	5	20	2
	Modern Oval Rug	50	5	20	2
	Welcome, Matt	65	6.5	26	2
	Aristocratic First Oval Rug	80	8	32	3
	Purrrfect Rug	95	9.5	38	3

	Flying Carpet	100	10	40	3
	RocketRug from Randy Homson	140	14	56	3
	Marathon Carpet Runner	165	16.5	66	4
	Dated, Faded Floral Rug	315	31.5	126	4
	Chandelier Rug	400	40	160	4

Kitchen Objects

REFRIDGERATORS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hunger

	Chillgood Fridge	375	37.5	150		5
	2-Door Galore Refrigerator	650	65	260		6
	Icebox Drawer	1200	120	480		7
	The Fresher Refrigerator	1800	180	720	1	8

STOVES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Hunger	Cooking
	SimmerChar Dual-State Stove	400	40	160	4	x
	Cowpoke Stove	550	55	220	5	x

	Tri-Forge Stove	800	80	320	7	x
	Festus 44	1000	100	400	9	x

SINKS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hygiene
	Plain Basin	120	12	48		2
	Squatter's Sink	150	15	60		2
	Pepper Pot Sink	215	21.5	86		3
	The Unsinkable Sink	240	24	96		3

	Rinky Dinky Kitchen Sinky	290	29	116		3
	Volcanor Sulphorous Sink	315	31.5	126		4
	Fontainebleu Fountain Sink	390	39	156	2	4
	Sink in Despair	500	50	200	3	5

COUNTERS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Country Fried Counter	140	14	56	
	Country Fried Counter Island	145	14.5	58	

	Counter Culture Counter	215	21.5	86	1
	Counter Culture Counter Island	220	22	88	1
	The Impossible Mission Counter	475	47.5	190	1
	The Impossible Mission Counter Island	480	48	192	1
	The Immemorial Counter	625	62.5	250	2
	Immemorial Counter Island	630	63	252	2

	Real Flat Counter	800	80	320	2
	Real Flat Counter Island	805	80.5	322	2

Cabinets

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Country Fried Overhead Cabinet	100	10	40	1
	Country Fried Overhead China	105	10.5	42	1
	Counter Culture Overhead Cabinet	130	13	52	1
	Counter Culture Overhead Cabinet (Double-Sided)	135	13.5	54	1
	Hanging Pot Rack	150	15	60	1
	Immemorial Overhead Cabinet	165	16.5	66	1
	Immemorial Overhead Cabinet (Double-Sided)	170	17	68	1
	The Impossible Mission Overhead Cabinet	230	23	92	1
	The Impossible Mission Overhead Cabinet (Double-Sided)	235	23.5	94	1
	Real Flat Overhead Cabinet	310	31	124	2
	Real Flat Overhead Cabinet (Double-Sided)	315	31.5	126	2

TRASH

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Open Arms and Feelings Trashcan	25	2.5	10
	Mirage Garbage	50	5	20
	Crazy Grady's Trash Compactor	400	40	160

SMALL APPLIANCES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Energy	Cooking
	Steak & Prank Microwave	240	24	96		x
	Ingredient Eviscerator 235X	280	28	112		x

	The Nanowaver	300	30	120		x
	Excellent Anson Hot Beverage Maker	1100	110	440	3	

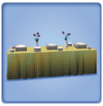
DISHWASHERS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Swish Dishwasher	300	30	120	
	Primo Delux Dishwasher	700	70	280	2

DINING TABLES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hunger
	Table-Licious	60	6	24		

	Knack Outdoor Tables	85	8.5	34	
	Table de Bistro by Bourgeois Creations	195	19.5	78	
	Another Era Dining Table	200	20	80	
	Sunup Breakfast Table	225	22.5	90	1
	Rendezvous Picnic Table	235	23.5	94	
	Style Town Dining Table	250	25	100	1
	The Upscale Dining Table	285	28.5	114	1

	Great Eats' Recycled Consumables Buffet Table	300	30	120		4
	Phobic Dining Table	450	45	180	2	
	Missionaire Dining Table	650	65	260	2	
	Xtra Long Dining Table	900	90	360	2	

DINING CHAIRS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort
	The Exquisite Bistro Chair by Bourgeois Creations	40	4	16		1
	Simmer Down Chair	75	7.5	30		1
	Rafkin's Dining Chair	80	8	32		1
	Mount of Comfort Dining Chair	90	9	36		1
	The Cozinator 450	100	10	40		1

	Final Contribution Dining Chair from Mike's Garage	115	11.5	46		1
	The Elsinore	120	12	48		2
	Sit-Up Straight Dining Chair	150	15	60		2
	Yankee Doodle Dining Chair	225	22.5	90		2
	The Muga Sitzer	325	32.5	130	2	2
	Old Sam's Dining Chair	900	90	360	2	3
	UV by Uwe	50	5	20		1

	Wellness Dining Chair	165	16.5	66		2
	Overworked Office Chair	195	19.5	78		2

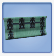
BARS

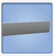
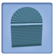
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun
	Class E Juice Bar	640	64	256	1	6
	Juice Station	725	72.5	290	1	6
	Bar de Mish	975	97.5	390	1	6
	Family Time Bar	1500	150	600	1	6

BARSTOOLS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Group Activity	Comfort
	Parlor Perch Barstool	185	18.5	74		1
	Sturdy Stool	215	21.5	86		2
	Barstool de Mish	285	28.5	114		2
	Bab's Towering Barstool	435	43.5	174		2
	Old Sam's Barstool	520	52	208		2

CURTAINS & BLINDS

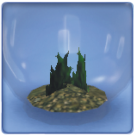
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Cortinas Festivas!	50	5	20	2
	Traditional Curtains	68	6.8	27.2	2
	Eyes Aside Curtains by Fancy Drapes	80	8	32	2
	Vickleberry County Curtains	95	9.5	38	2
	Tangle-Free Blinds	105	10.5	42	2
	Shout Out Shutters	130	13	52	2
	Lofty Curtains	155	15.5	62	3
	Shy Shutters	160	16	64	3

	Cute Lil' Curtain	170	17	68	3
	Simple Shade	185	18.5	74	3
	Flattery Curtains	195	19.5	78	3
	Antique Curtains by Respectable Rags	215	21.5	86	3
	Hygieni-Curtains	230	23	92	3
	Static Blinds	260	26	104	3
	Curtains de Mish	285	28.5	114	3
	Three Bean Bay Curtain	315	31.5	126	3
	Wide, Lofty Curtains	325	32.5	130	3
	The Window Protector	400	40	160	3

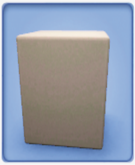
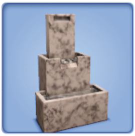
MISC. DECOR

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Wish-You Tissues	4	0.4	1.6	1
	Stack o'Mags	7	0.7	2.8	1

	Plain Pad & Pen Set	12	1.2	4.8	1
	Beauty Box	15	1.5	6	1
	Rooster Utensil Holder	18	1.8	7.2	1
	Super-Absorbent Super Towels	20	2	8	1
	Decorative Fire Tools	25	2.5	10	1
	Stink Mask Perfume	35	3.5	14	1
	Crocks O' Stuff	45	4.5	18	1

	Life Preserver	55	5.5	22	1
	His/Hers Trophy Shelf	62	6.2	24.8	1
	Magazine Restraint System	65	6.5	26	1
	Mood-Lite Candle	65	6.5	26	1
	The MediCabi	75	7.5	30	1
	The Shrinkomatic Fishbowl	80	8	32	
	Main Attraction Puzzle Shelf	85	8.5	34	1

	Wall-Mounted Fish	85	8.5	34	1
	Already Retro CD Display Shelving	120	12	48	1
	Mission Partition	180	18	72	4
	Globe Sculpture	195	19.5	78	4
	Bathroom Junk Holder	225	22.5	90	4
	Peekaboo! Partition	410	41	164	5
	Cow Plant	475	47.5	190	6

	Sun Disk	1500	150	600	7
	Medusa Victim	1650	165	660	7
	Nearly-Perfect Pedestal	2000	200	800	5
	Immoderate Water Fountain	2150	215	860	8
	Ambiguity Itself	12225	1222.5	4890	10

Bedroom Objects

BEDS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Energy	Stress Relief
	The Single Post Bed from McKraken Industries	300	30	120		4	3

	Small Brass Bed	425	42.5	170		4	3
	B.R.A.S.S. Double Bed	450	45	180		4	3
	The Slumber Saddle of Sleepnir by Dulac Industries	560	56	224		4	3
	The Four Post Bed from McKraken Industries	650	65	260		4	3
	The Emoti-Cot	700	70	280		4	3
	The Lullaby Bed	950	95	380	2	5	3
	The Legendary Bedscalibur by Dulac Industries	1100	110	440		5	3
	Single Sophisticate Bed	1450	145	580	4	8	3
	Double Sleep Raft	1500	150	600	2	6	3
	LuxurLove Sleepset from Lothario Designs	2200	220	880	2	8	3
	The Lexington	2800	280	1120	3	8	3
	Sleep-Slave Double Bed	3500	350	1400	4	10	3

DRESSERS

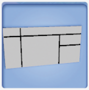
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	The Evrityme Dresser	450	45	180	
	Werkbunnst Stonewood Dresser	515	51.5	206	
	Homestead Dresser from McKraken Industries	600	60	240	2
	Drawers of Dismissal Dresser	650	65	260	2
	Smooth Slides Luxury Dresser	725	72.5	290	2
	DeForester Dresser by William DeForester	850	85	340	2

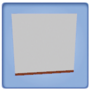
END TABLES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Syntactic End Table	45	4.5	18	
	Trails End Table	50	5	20	
	LuLu's Artisan End Table	75	7.5	30	
	Double-Delux End Table	125	12.5	50	
	Virtual End Table	165	16.5	66	1
	Meta Table	195	19.5	78	1
	Tabla Del Extremo	245	24.5	98	1
	Chaible	255	25.5	102	1
	Gibson Butter Table from Gibson Dairy and Furnishings	285	28.5	114	1
	Royal Francois End Table from XIV Antiquities	315	31.5	126	2

MIRRORS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun	Charisma
	Mirror of Variance	50	5	20	2	3	x
	The Reflektor	80	8	32	2	3	x

	The Outhouse Mirror	100	10	40	2	3	x
	Functional Eloquence Mirror	175	17.5	70	2	3	x
	Feel Good Mirror	200	20	80	3	3	x
	Stock Mirror	250	25	100	3	3	x
	Reflection V	275	27.5	110	3	3	x
	Hi-Def Mirror	300	30	120	3	3	x
	Rustic Glass	320	32	128	4	3	x
	The Reflectinator	350	35	140	4	3	x
	Clearer Mirror	400	40	160	4	3	x
	Looking Glass Supreme	500	50	200	4	3	x

	Fabulous, Darling Mirror	950	95	380	3	3	x

CLOCKS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Quick Tick Wall Clock	40	4	16
	No Snooze! Alarm Clock	60	6	24
	4258g Alarm Clock from Landgraab Industries	150	15	60

Bathroom

TUBS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hygiene	Stress Relief
	JustaTub	500	50	200		3	4
	Schmidt's Clawed Tub	1000	100	400		5	6
	Bath Today from Plumbrite	1400	140	560		6	7
	Shower of Power	1600	160	640	1	9	9

	Tub Nouveau	2100	210	840	4	7	9

SHOWERS

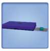
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hygiene	Stress Relief
	Simple Shower	425	42.5	170		7	
	Exhilarating X-Foliator Shower	925	92.5	370		9	
	Shower of Power	1600	160	640	1	9	9

BOOKSHELVES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Fun	Cooking	Handiness
	Classically Tasteful Literature Shelving	175	17.5	70		2	x	x
	Back2SChool Bookshelf	250	25	100		2	x	x
	21st Century Library Bookshelf	325	32.5	130		3	x	x
	Shelves de Libro	350	35	140		3	x	x
	The Book Corral	430	43	172	1	3	x	x
	Bookshelf Revisited	545	54.5	218	1	3	x	x
	Penningway Bookshelf	650	65	260	1	4	x	x
	The Constitutional Bookshelf	750	75	300	2	5	x	x

	Sturdy Shelf	895	89.5	358	2	5	x	x

COMPUTERS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun
	Easy Machine from Fred's PC Hut	800	80	320	3
	oTron 200 Thinking Computer from Landgraab Industries	3000	300	1200	3
	XS 4258p Laptop from Landgraab Industries	4000	400	1600	7

DESKS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Drawltop Worksurface	150	15	60	
	Workspace de Mish	300	30	120	
	Desk Moderne from Gorog Designs	325	32.5	130	1
	The Rollin' Secretary from McKraken Industries	450	45	180	
	Desk Historia from XIV Antiquities	900	90	360	1

Artiste! Objects

INDOOR ACTIVITIES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Athletic	Stress Relief	Group Activity
	Shut-in Treadmill	900	90	360		x	5	
	The Exercise Queen	1500	150	600		x	5	
	Mad Llama Foosball Table	6250	625	2500	9			x

HOBBIES & SKILLS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Painting	Guitar
	Artsy Easel	300	30	120	2	x	
	Epic 10th Anniversary Chess Set	450	45	180	4		
	Astral Playground Telescope	600	60	240	2		
	Sonaflux Guitar	600	60	240	2		x

TOYS

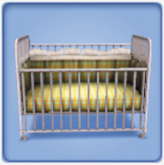
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun
	Baby Brainiac Peg Toy Box	30	3	12	5

	Rip Co. Xylophone	40	4	16	5
	Wugglesworth Schnuggles Bear	50	5	20	6
	Infinitoy Imagination Station	55	5.5	22	5
	Toy Pirate Chest	60	6	24	5
	Roy Rock's Toy Box	75	7.5	30	5
	Rip Co. Little Baker Oven	100	10	40	3

	Genesis Building Blocks	200	20	80	4
	Sunnybrook Home Dollhouse	650	65	260	7

Twin Girls' Room Objects

KIDS FURNITURE

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Yummer's High Chair	60	6	24
	Kinder Kontainer	275	27.5	110
	Rock-a-Baby Crib	425	42.5	170

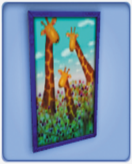
KIDS DECOR

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Space Mobile	70	7	28	1
	Elevated Train Set	185	18.5	74	2
	Real Pretty Butterflies	265	26.5	106	2

Multi-Room Objects

PAINTINGS & POSTERS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Anabolic Champ	9	0.9	3.6	2
	Bethany and Miranda	15	1.5	6	2

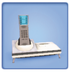
	Edgy, Edgy Bill	25	2.5	10	2
	Forest-Fresh Corkboard	25	2.5	10	1
	Detention Hall Poster	30	3	12	7
	Heinrich Stubbman and the Gypsies	45	4.5	18	2
	Diva Doll Poster	55	5.5	22	2
	Giraffe Family Portrait	80	8	32	3
	Dancing Bunny	100	10	40	3

	My Little House	110	11	44	4
	Obscure Film Poster	160	16	64	4
	Speedinator Marketing Poster	175	17.5	70	4
	Village No. 7	250	25	100	5
	Fishing Scene	300	30	120	5
	Photo Series: Hipster Edition	400	40	160	6
	Bouquet in Repose	500	50	200	6

	Saturday Morning Fun Kids!	620	62	248	6
	Insouciance No. 12	750	75	300	6
	McBob Landscape	800	80	320	6
	Still-Life Harvest	930	93	372	6
	Smooth Jam in Three Parts	1100	110	440	7
	Capital City Skyline	2300	230	920	7
	Mission at Noon, Lance Ng	3900	390	1560	8

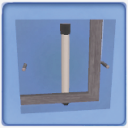
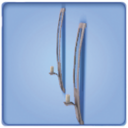
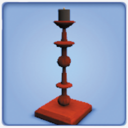
	Puck's Soliloquy	7300	730	2920	10

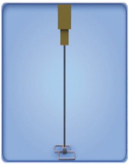
PHONES

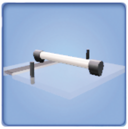
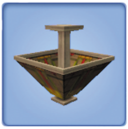
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	998 Table Top Topia Phone	35	3.5	14
	Immobile Phone	50	5	20

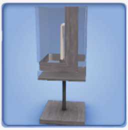
LIGHTS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Light Freshner	65	6.5	26	
	Werffelhousen Sconce	75	7.5	30	
	Wall-eyed Wall Lamp	80	8	32	
	Far Out Wall Sconce	95	9.5	38	
	Funshine Wall Lamp	115	11.5	46	

	Modern Sconce	125	12.5	50	
	The Candle Cradler	125	12.5	50	
	"The Snake Lamp"	130	13	52	
	Feisty Fiesta Wall Lantern	145	14.5	58	1
	Photophile Wall Light	150	15	60	1
	Old's Kool Lighting	165	16.5	66	1
	Bawdy Candle	65	6.5	26	

	Blushing Torchiere	120	12	48	
	Omnidirection Lightcaster	165	16.5	66	1
	Flora's Funky Floor Lamp	225	22.5	90	
	Bunker Hill Floor Lights	300	30	120	2
	Delux Lux	365	36.5	146	2
	Moderne-Torchiere Floor Lamp	385	38.5	154	2
	Goldon Glow Floor Lamp	415	41.5	166	2

	Lodge Lights	45	4.5	18	
	Lucid Light	95	9.5	38	1
	The Swinging Light	115	11.5	46	
	Luz del Sol	180	18	72	1
	Greaves' Ceiling Lights	225	22.5	90	
	The Revita-Lite	350	35	140	2
	Sawed-off Lightcaster	45	4.5	18	

	The Bloomington Lamp	50	5	20	
	Lamp Revere	65	6.5	26	
	Hurricane Candle	70	7	28	
	Lodge Lamp	75	7.5	30	
	Homespun Table Lamp	85	8.5	34	
	Luz Lenta	285	28.5	114	2
	The Baronian Table Lamp	300	30	120	2
	The Photon-Master 3000 Tabletop Edition	325	32.5	130	2

PLANTS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Small Ivy	5	0.5	2	2
	Hanging Fern	15	1.5	6	2
	Fern Keeper Deluxe!	25	2.5	10	1
	Sphere of Ivy	35	3.5	14	2
	Narcissus Vase	40	4	16	1
	Potted Perennials	40	4	16	2

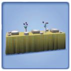
	Ring-O-Posies Commercial Planter	42	4.2	16.8	2
	Fern	45	4.5	18	2
	Calla Lillies	48	4.8	19.2	2
	Hanging Basket	50	5	20	2
	Mixed Flowers Planter by BowerFlox	65	6.5	26	2
	Blossoming Sunflower Vase	70	7	28	1
	The Perma-Palm	70	7	28	1

	Orchid Vase	90	9	36	1
	Philodendron	95	9.5	38	1
	Tigervine Plant	135	13.5	54	2
	Ficus Tree Shrub	230	23	92	2
	The Modern Orchid	435	43.5	174	5

Outdoors and Landscaping

OUTDOOR COOKING

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Hunger	Fun	Cooking	Group Activity
	Birthday Inferno Birthday Cake	30	3	12	2			
	Fuzzy-Logic Picnic Basket	150	15	60	4			x

	Portable Fire Pit	295	29.5	118	2	4		x
	Carnivore XL	300	30	120	2		x	
	Barbe-Cute	600	60	240	4		x	
	Deluxe Agile Grill	1200	120	480	5		x	

OUTDOOR SEATING

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Comfort
	Community Bench	85	8.5	34		
	Comtempto Outdoor Living Lounge	200	20	80		1
	The Breckenridge	325	32.5	130		2

	Herkimer Loveseat	400	40	160		2
	The Dawdler Lounge Chair	515	51.5	206	2	2
	Sticky Bench	650	65	260		2
	Tomorrow Lounger	750	75	300	2	2

OUTDOOR ACTIVITIES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Fun	Athletic
	Baseball	65	6.5	26	5	x
	Foot-and-hand-ball	85	8.5	34	6	x

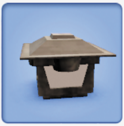
	Schuper Schprinkler from Schprinkler Tech	90	9	36	5
	The Waxbottom Slide	335	33.5	134	8
	Outdoor Chess Table	350	35	140	4
	Skyscreamer Swings	400	40	160	3
	The Juungal Jungle Gym	550	55	220	8

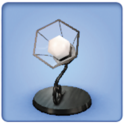
POOL ITEMS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Pool Rules Sign	13	1.3	5	1

	Sea Underwater Pool Lights from Landgraab Industries	35	3.5	14	
	Mesmerizing Mosaic	212	21.2	85	
	Aquatic Ascent Ladder	315	31.5	126	

OUTDOOR LIGHTS

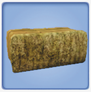
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Limelights	30	3	12	
	Patio Party Lamp	30	3	12	
	The Aftergloe II	35	3.5	14	
	The Little Lamp That Could	35	3.5	14	

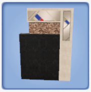
	Volcano Table Torch	35	3.5	14
	Cobblestone Fence Light	40	4	16
	Burb-Light	45	4.5	18
	Mason Lamp	50	5	20
	Path Glow Garden Lighting	50	5	20
	Simple Porch Light	70	7	28
	Step Lights	75	7.5	30

	Stoic Bollard	100	10	40	
	Pele's Postlight from Nothing Atoll	125	12.5	50	
	Ankle-Height Light by GamGleam Industries	175	17.5	70	
	Apology Streetlight	200	20	80	
	Clean-Wave Streetlight	245	24.5	98	2
	Seramorson Streetlamp	335	33.5	134	2
	The Streetbrite	340	34	136	2
	Hard Knocks Streetlight	500	50	200	2

	The Champ	565	56.5	226	
	Multifunction Searchlight Device	4,500	450	1800	1

LAWN ORNAMENTS

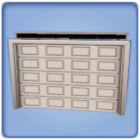
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment	Hygiene
	Shocking Pink Flamingo - 2nd Edition	5	0.5	2	1	2
	Party Balloons	15	1.5	6	1	
	Sleeping Gnome McMulty	35	3.5	14	1	2
	Square Hay Bale	4	0.4	1.6		
	Round Hay Bale	65	6.5	26		
	Obelisk Vine	145	14.5	58	2	

	Fire Hydrant	150	15	60
	Beach Sign	201	20.1	80.4
	Traditional Sign	223	22.3	89.2
	Modern Sign	242	24.2	96.8
	Mission Sign	270	27	108
	Country Sign	318	31.8	127.2
	Contemporary Sign	322	32.2	128.8
	Stacked Hay Bales	350	35	140
	Cemetery Sign	365	36.5	146
	Commercial Dumpster	659	65.9	263.6

	Town Clock	1200	120	480	
	Farm Windmill	2130	213	852	
	Outdoor School Bell	2500	250	1000	
	Military Guard Tower	6475	647.5	2590	
	The Plaza Gusher	50000	5000	20000	9
	Landgraab Industries Science Facility Fountain	60000	6000	24000	10
	F-Class Hunter-Killer	75000	7500	30000	10

TRANSPORTATION

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value	Environment
	Vertistation Bike Rack	35	3.5	14	

	Car-Spot Parking Space	150	15	60	
	Bi-Trike for Kids	250	25	100	1
	NostalgiCycle	250	25	100	2
	Closure Garage Door	600	60	240	
	Sloppy Jalopy	950	95	380	3
	Big Lemon	1200	120	480	3
	Vorn P328	3700	370	1480	4

	Wornado Triage	4500	450	1800	4
	4-Everything Van	6100	610	2440	4
	Yomoshoto Evasion	9800	980	3920	5
	Tofunda Wagon	19600	1960	7840	5
	VFN Kompen-sator	36000	3600	14400	6
	Bwan Speedster YL	85000	8500	34000	8
	Margaret Vaguester	105000	10500	42000	10

TREES

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Small Bamboo Tree	65	6.5	26
	Small Aspen Tree	95	9.5	38
	Buckhorn Tree	100	10	40
	Bamboo Tree	115	11.5	46
	Aspen Tree	125	12.5	50
	Small Pear Tree	130	13	52

	Small Spruce Tree	140	14	56
	Small Black Gum Tree	150	15	60
	Small Cherry Tree	155	15.5	62
	Pear Tree	165	16.5	66
	Small Fir Tree	180	18	72
	Spruce Tree	190	19	76

	Black Gum Tree	200	20	80
	Tall Fir Tree	210	21	84
	Small Juniper Tree	245	24.5	98
	Cherry Tree	250	25	100
	Small Purple Tree	260	26	104
	Small Cypress Tree	265	26.5	106

	Large Juniper Tree	270	27	108
	Fan Leaf Palm Tree	275	27.5	110
	Tall Cypress Tree	300	30	120
	Small Western Cypress Tree	315	31.5	126
	Oak Tree	320	32	128
	Purple Tree	325	32.5	130

	Classic Palm Tree	335	33.5	134
	Large Western Cypress Tree	340	34	136
	Willlow Tree	350	35	140
	Creepy Tree	400	40	160

SHRUBS

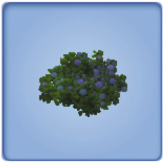
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Brambles	5	0.5	2

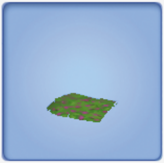
	Waterlillies	8	0.8	3.2
	Cattail	9	0.9	3.6
	Pampas Grass	12	1.2	4.8
	Cattails	10	1	4
	Coleus	15	1.5	6
	Boston Fern	35	3.5	14

	Buckhorn	40	4	16
	Boxwood	50	5	20
	Banana Leaf	60	6	24
	Round Hedge	70	7	28
	Evergreen	80	8	32
	Hedge	85	8.5	34

	Topiary Plant	95	9.5	38

FLOWERS

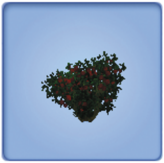
Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Hydrangea	1	0.1	0.4
	Dandelions	2	0.2	0.8
	Popular Pansies	8	0.8	3.2
	Clover	10	1	4

	Clover w/Diagonal Corners	10	1	4
	Clover w/Rounded Corners	10	1	4
	Daisies of our Lives	10	1	4
	Ice Plant	10	1	4
	Ice Plant w/Diagonal Corners	10	1	4
	Ice Plant w/Rounded Corners	10	1	4

	Lithodoroa	10	1	4
	Lithodoroa w/Diagonal Corners	10	1	4
	Lithodoroa w/Rounded Corners	10	1	4
	Moss Rose	10	1	4
	Moss Rose w/Diagnonal Corners	10	1	4
	Moss Rose w/Rounded Corners	10	1	4

	Phlox	10	1	4
	Phlox w/Diagonal Corners	10	1	4
	Phlox w/Rounded Corners	10	1	4
	Plot of Daisies w/Rounded Corners	10	1	4
	Perennial Pansies	11	1.1	4.4
	Agapanthus	12	1.2	4.8

	Dianthus	14	1.4	5.6
	Marigold	16	1.6	6.4
	Solo Sunflower	17	1.7	6.8
	Sunflowers	19	1.9	7.6
	Heather	20	2	8
	Azaleas	22	2.2	8.8

	Classic Daisies	23	2.3	9.2
	Laizy Daises	24	2.4	9.6
	Vivid Roses	25	2.5	10
	Pink Roses	35	3.5	14
	Wild Rosey Roses	40	4	16
	Semi Roses	42	4.2	16.8

	Rosey Roses	45	4.5	18

ROCKS

Image	OBJECT	Price	Daily Deprec.	Fully Deprec.Value
	Landscaping Rock - Small Round	5	0.5	2
	Landscaping Rock - Horizontal	6	0.6	2.4
	Landscaping Rock - Medium Round	15	1.5	6
	Landscaping Rock - Square	18	1.8	7.2

	Landscaping Rock - Vertical	30	3	12
	Ancient Rock	35	3.5	14